EUROPE'S BIGGEST AND BEST-SELLING AMIGA MAGAZINE

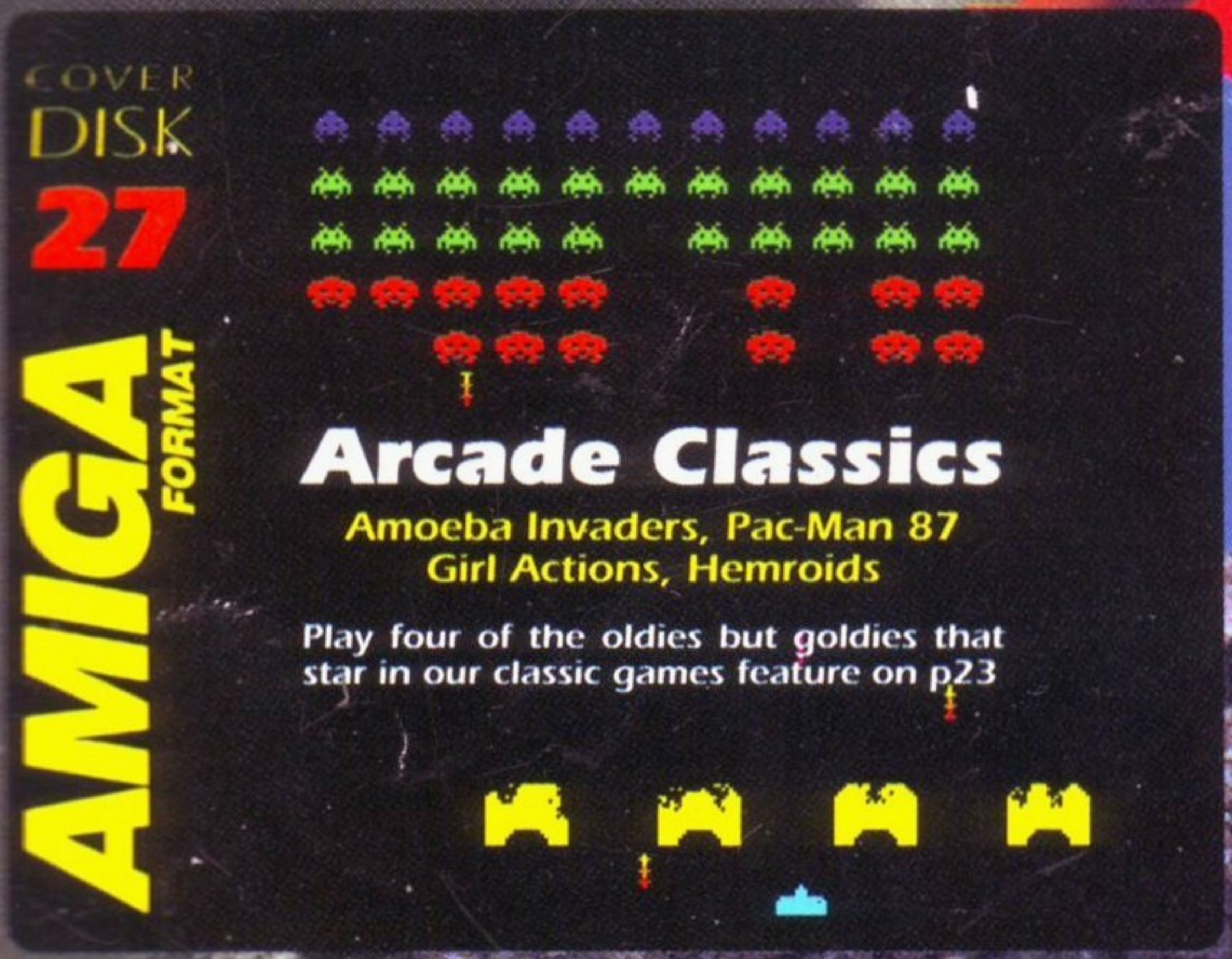
AMIGA FORMAT

ISSUE 27 ■ OCTOBER 1991 ■ £2.95

Add colour to your life!

Reach the ultimate in computer graphics without spending a fortune

How 16,773,120 extra colours can change your life!



NO COVERDISK?
THEN ASK FOR ONE FROM YOUR NEWSAGENT

Get back to gameplay!

Find out how the arcade classics can give you the best value there is in sheer fun and enjoyment

Future PUBLISHING
Your guarantee of value

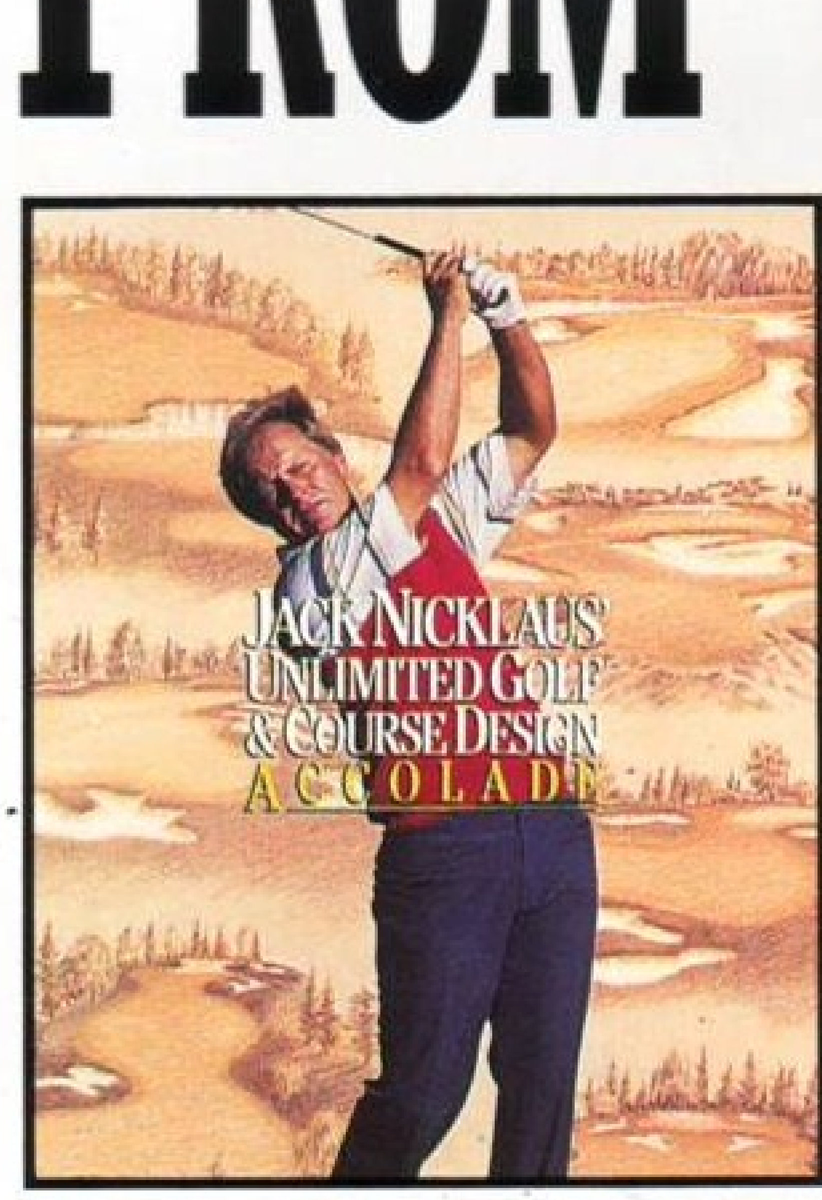
10
9 770957 486004

GET DEAD with Cruise for a Corpse ● PUT SOME FUN into your Magic Pockets ● BOUNCE BACK with Nebulus 2 ● GET A NEW COMPUTER How an emulator could help you out... ● SMALL AND JUICY Should you be using an A500 internal hard drive?

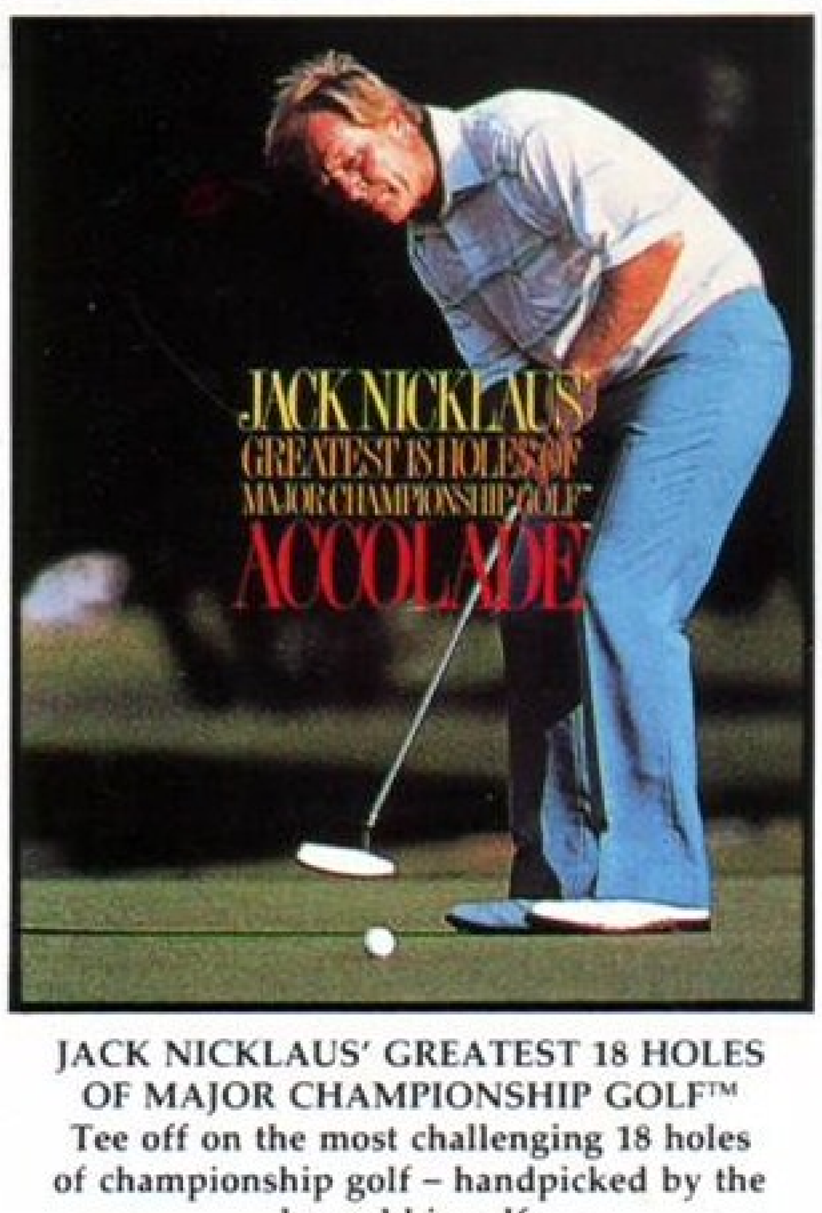
PLUS the best in incredibly useful hints, tips and advice
Workbench p189
Gamebusters p119

THE WORL
GOLF SIMUL

FROM THE WORLDS GREA

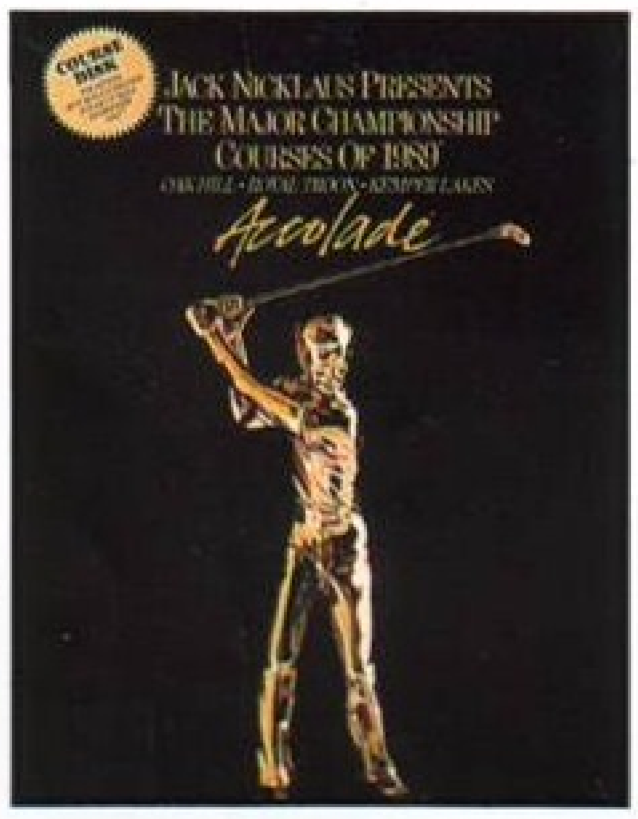


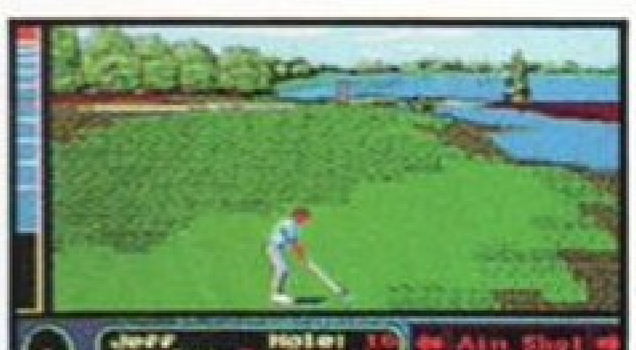
JACK NICKLAUS' UNLIMITED GOLF AND COURSE DESIGN™
A unique opportunity to share Jack's greatest passions – playing championship golf and designing the world's greatest courses.



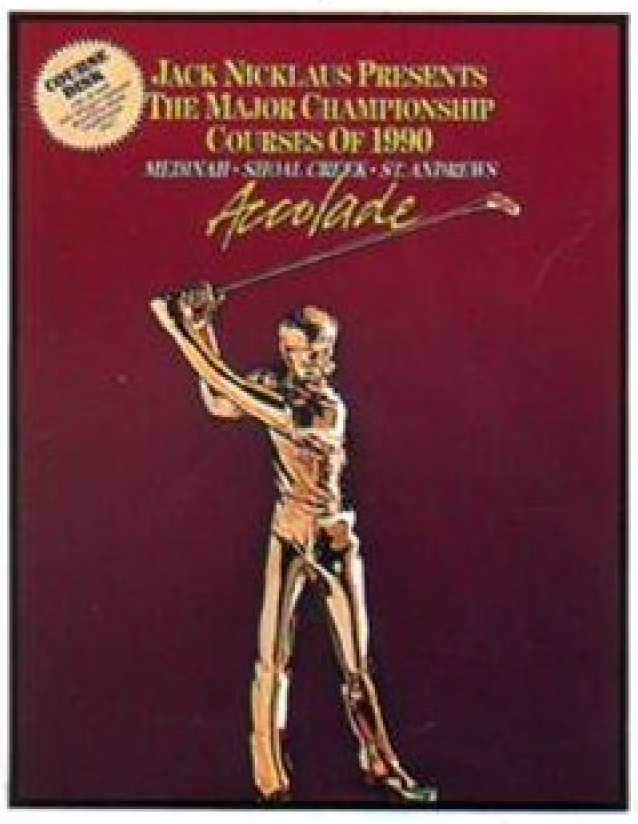
JACK NICKLAUS' GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF™
Tee off on the most challenging 18 holes of championship golf – handpicked by the legend himself.

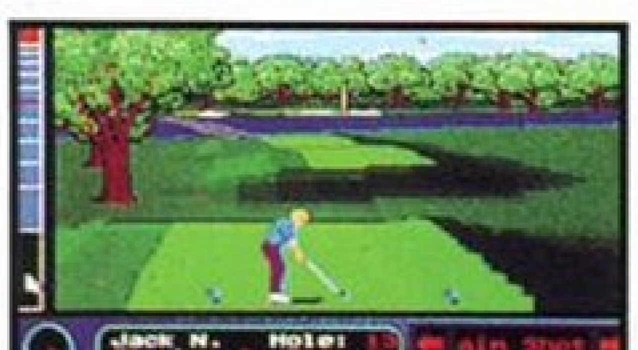
From tee to green, the Jack Nicklaus Collection of golfing simulations is truly "World Class". With five superb add-on disks developed exclusively for use with Jack Nicklaus' Greatest 18 Holes of Major Championship Golf and Jack Nicklaus' Unlimited Golf



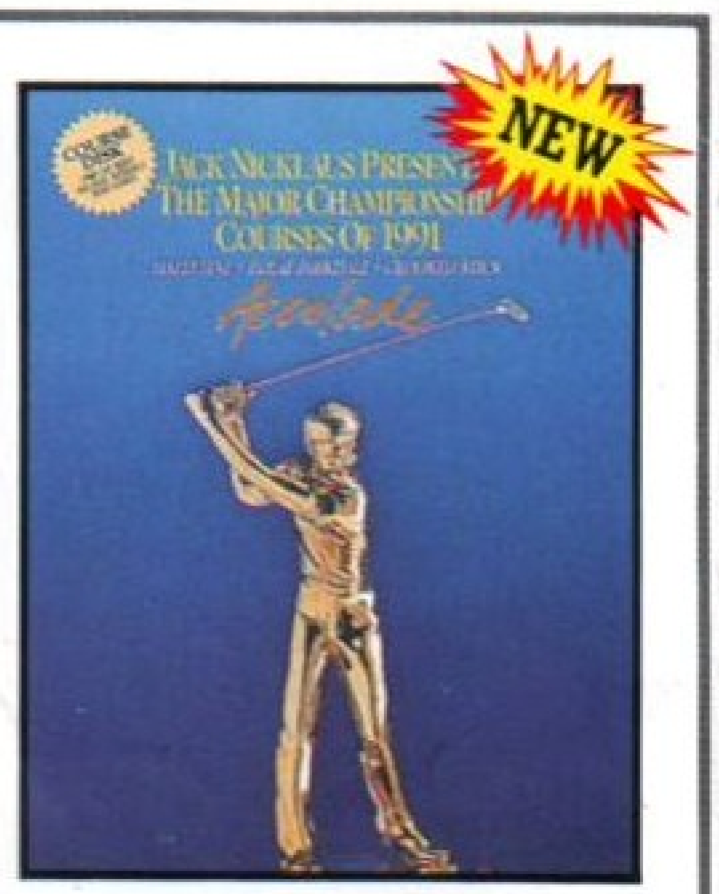


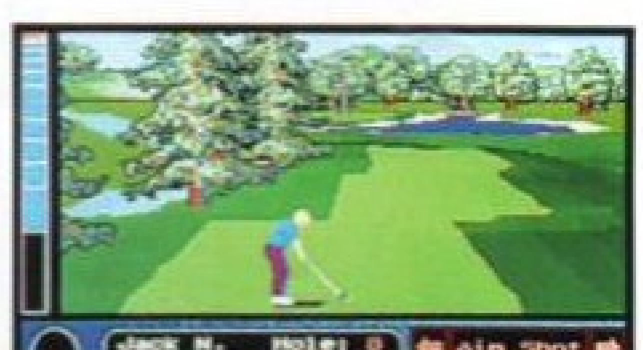
JACK NICKLAUS PRESENTS THE MAJOR CHAMPIONSHIP COURSES OF 1989™ – OAK HILL • ROYAL TROON • KEMPER LAKES – Most of us only dream of playing the "Majors" – but now's your chance to experience first hand what the rest only watch on the T.V.





JACK NICKLAUS PRESENTS THE MAJOR CHAMPIONSHIP COURSES OF 1990™ – MEDINAH • SHOAL CREEK • ST. ANDREWS – Your chance to play the Grand Slam courses of 1990 including the birthplace of golf itself – St. Andrews.





JACK NICKLAUS PRESENTS THE MAJOR CHAMPIONSHIP COURSES OF 1991™ – HAZELTINE • ROYAL BIRKDALE • CROOKED STICK – Tackle this year's ultimate tests of golf and match your scores with the best.

DS GREATEST

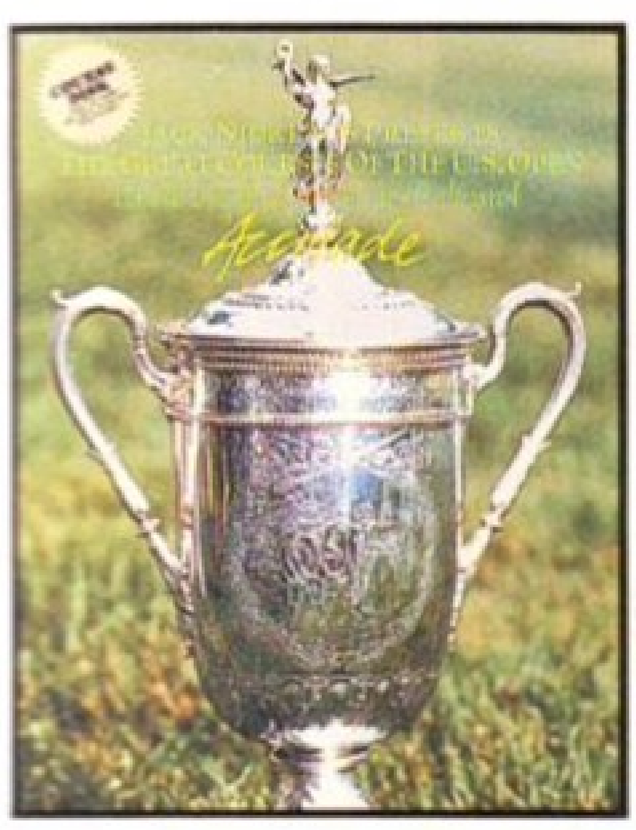
ATIONS

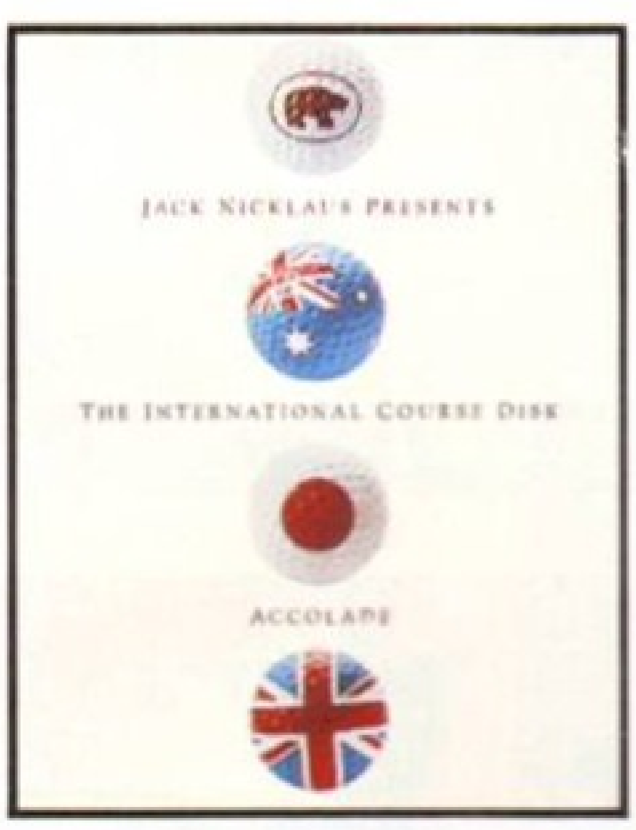
TEST GOLFER

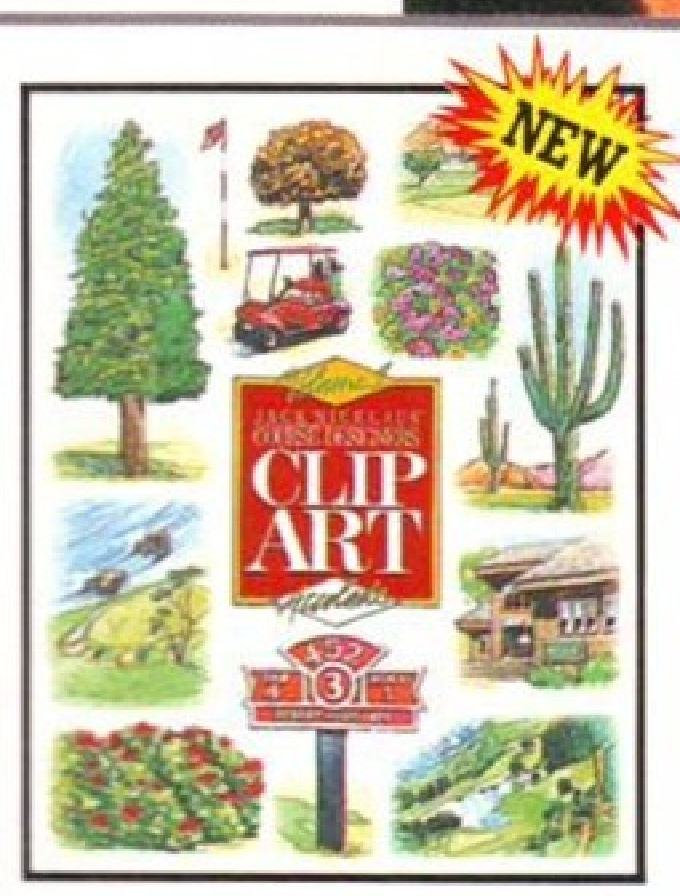
and Course Design, you'll capture the complete golf experience without even venturing outdoors – a major advantage with 'the great British Summer' as we know it today!

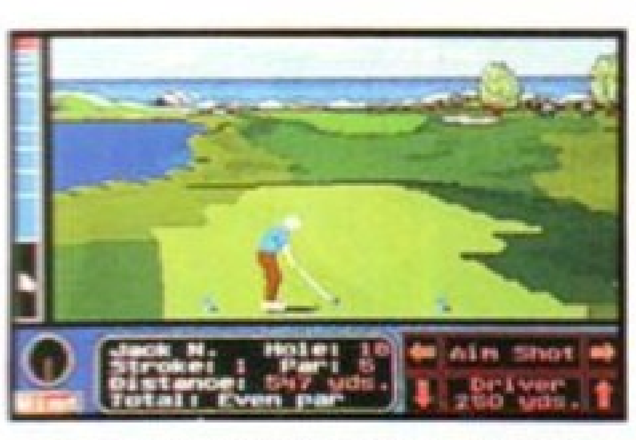




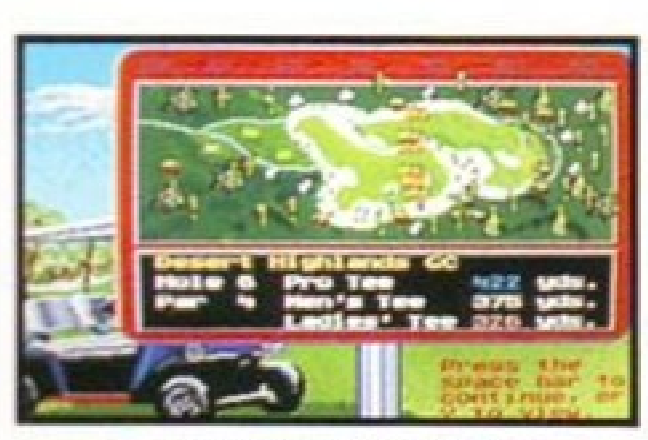












JACK NICKLAUS PRESENTS THE GREAT COURSES OF THE U.S. OPEN™ – PEBBLE BEACH • OAKMONT • BALTUSROL – Follow in the footsteps of the all time greats – Palmer, Hogan, Snead and Nicklaus on three of the most demanding courses in the U.S.A.

JACK NICKLAUS PRESENTS THE INTERNATIONAL COURSE DISK™ – Pack your bags and tee off on three of the world's greatest premier courses, each designed by Jack Nicklaus.

JACK NICKLAUS COURSE DESIGNERS CLIP ART™ – Tee up at Desert Highlands Golf Course or build your own dream 18 – instantly!

ACCOLADE™

The best in entertainment software.™

AMIGA FORMAT 27
OCTOBER 1991

EDITORIAL DEPARTMENT
EDITOR — Damien Noonan
Features and general enquiries
SCREENPLAY EDITOR — Trenton Webb
Games and entertainment software reviews
REVIEWS EDITOR — Paul Lyons
Serious hardware and software reviews
TECHNICAL EDITOR — Pat McDonald
Workbench, Coverdisk and technical enquiries
STAFF WRITER — Maff Evans
Gamebusters and games enquiries
PRODUCTION EDITOR — Gary Lord
Competition enquiries, copy contact

ART DEPARTMENT
ART EDITOR — Marcus Dyson
Design, photography and related matters
DESIGNER — Frank Bartucca
Making the pages look good!

ADVERTISING DEPARTMENT
ADVERTISING MANAGER — Jennie Evans
SENIOR SALES EXEC — Duncan Ferguson
AD SALES EXEC — Jackie Garford
Advertising sales, problems with advertisers
ADVERTISING PRODUCTION — Fiona Milne
Typesetting, ad layout, deadlines, ad film
PROMOTIONS MANAGER — Michele Harris
Coverdisk space/Competition arrangement
CIRCULATION — Sue Hartley/Kate Hodges
Trade deals and availability problems

Amiga Format
30 Monmouth street
Bath, AVON, BA1 2BW
Telephone 0225 442244
Facsimile 0225 446019

SUBSCRIPTIONS DEPARTMENT
If you read Amiga Format every month, why not make sure of your copy by getting it delivered straight to your door? See Page 178 of this issue for details!

MAIL ORDER DEPARTMENT
Take advantage of our mail order bargains. See the Special Offers details on Page 186!

BACK ISSUES
Turn to page 178 to find out how to get 'em!

Amiga Format
Subscriptions/Mail Order
The Old Barn, Somerton,
SOMERSET, TA11 7PY
Telephone 0458 74011
Facsimile 0225 446019

Quote of the month:
"I need a vacation."

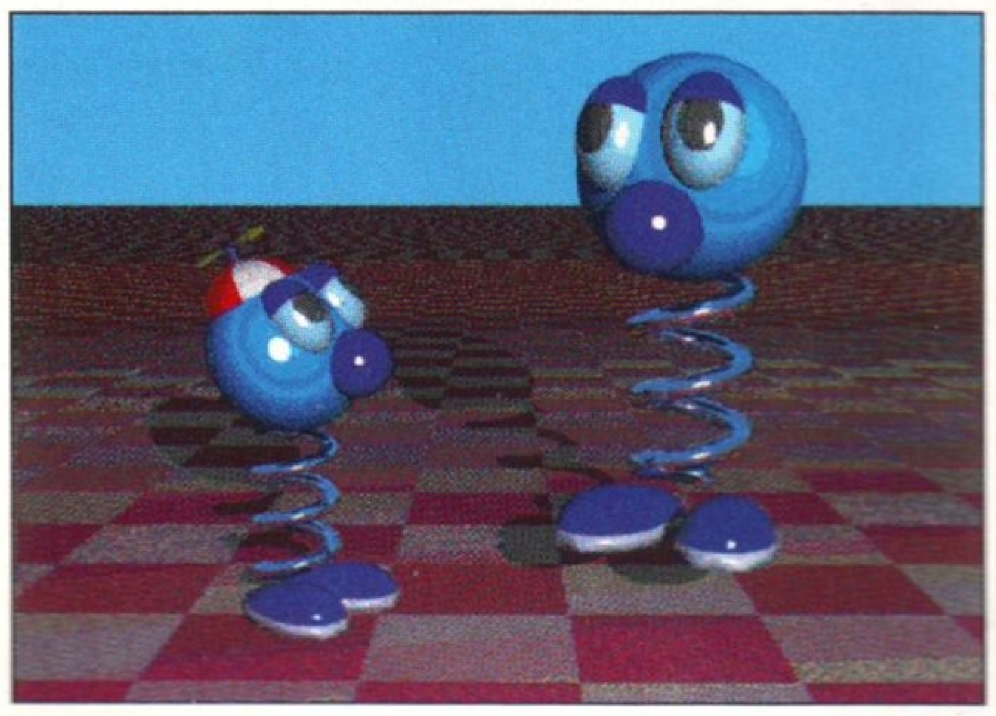
Member of the Audit Bureau of Circulations.
ABC Registered Circulation 115,158 Jan - June 1991

This month in

REGULARS



The latest developments for the Amiga are all in News: when will Workbench 2 arrive for the A500?

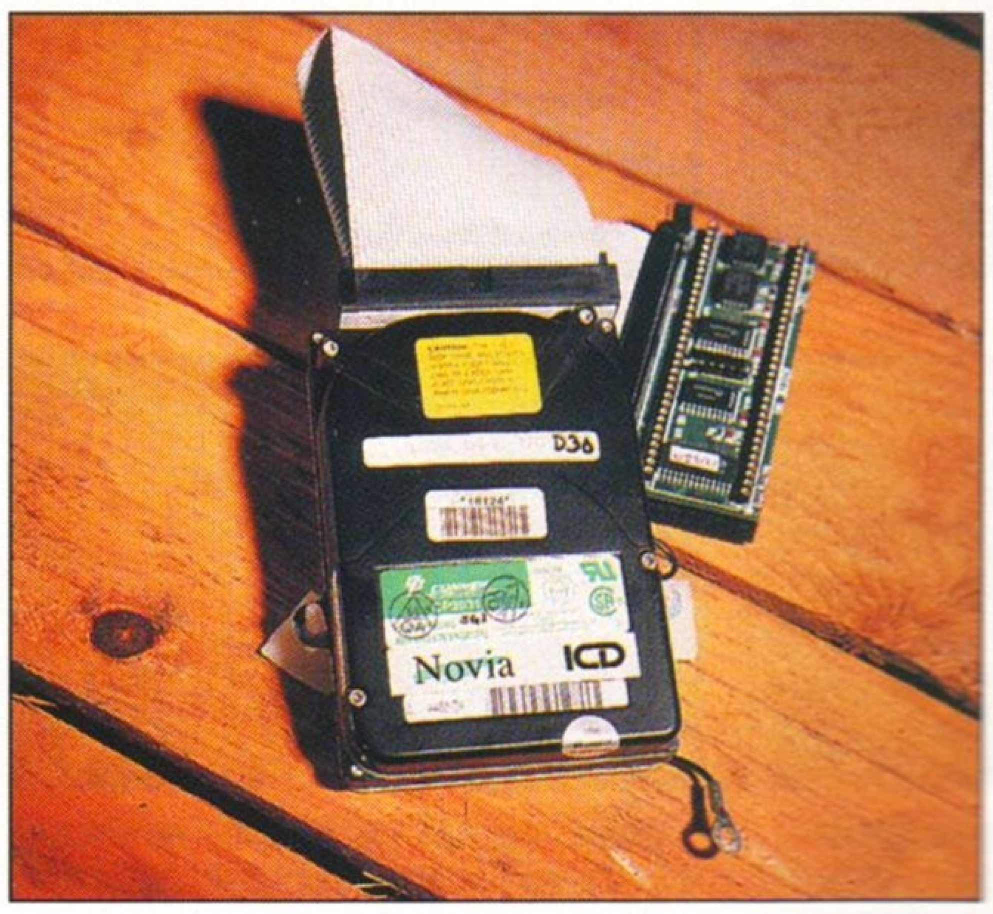


The PD Update section includes some fascinating new demos this month: check it out at once!

REVIEWS



One way of buying a spare computer for a very low price is with an emulator. If you lust after a Mac, read the review of A-MAX2.



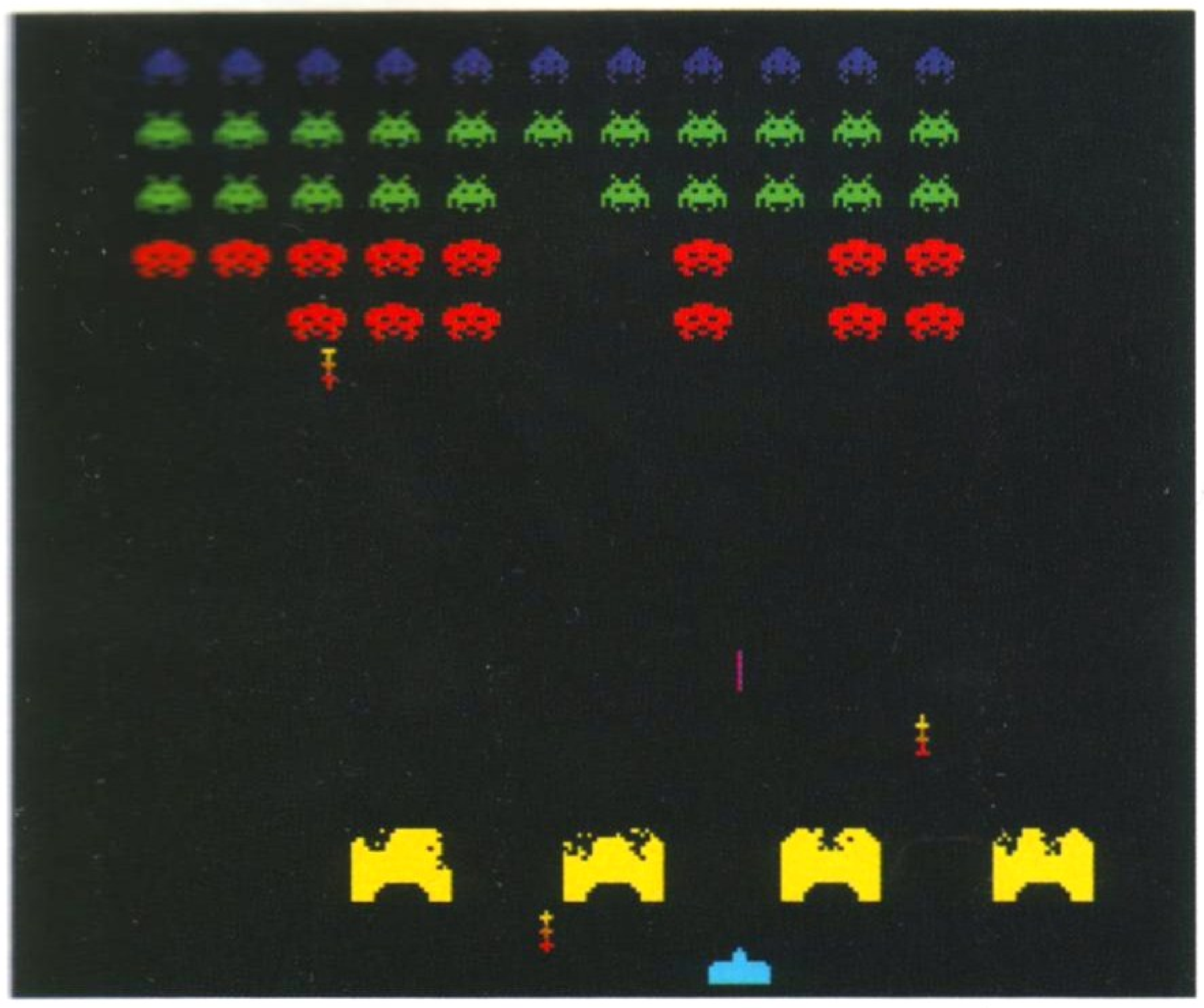
It's a first for the Amiga 500: this is the first time you've been able to install a tiny hard drive inside your computer. See the review to find out how well it performs...

COMPETITIONS



There are three of these fabulous Canon Ion capture cameras to be won!

SPECIALS



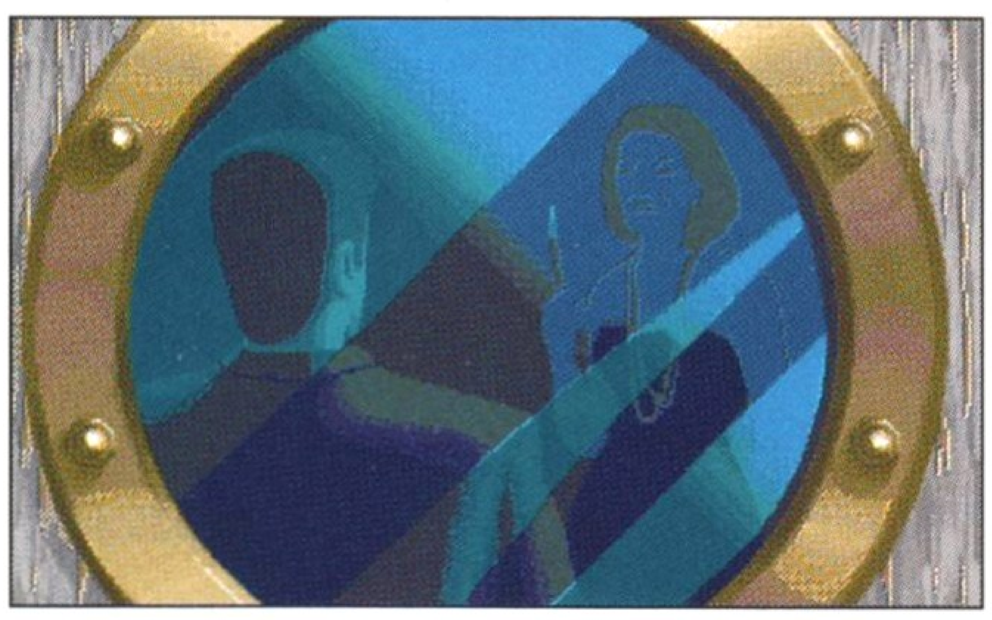
Everyone remebers it as the first arcade game: but can it and its like still stand up to the games of today? Have some fun finding out...



From photo-realistic images to the very flashiest of computer grafix, 24-bit colour is bringing the Amiga the ultimate in graphic power.

AMIGA FORMAT

SCREENPLAY



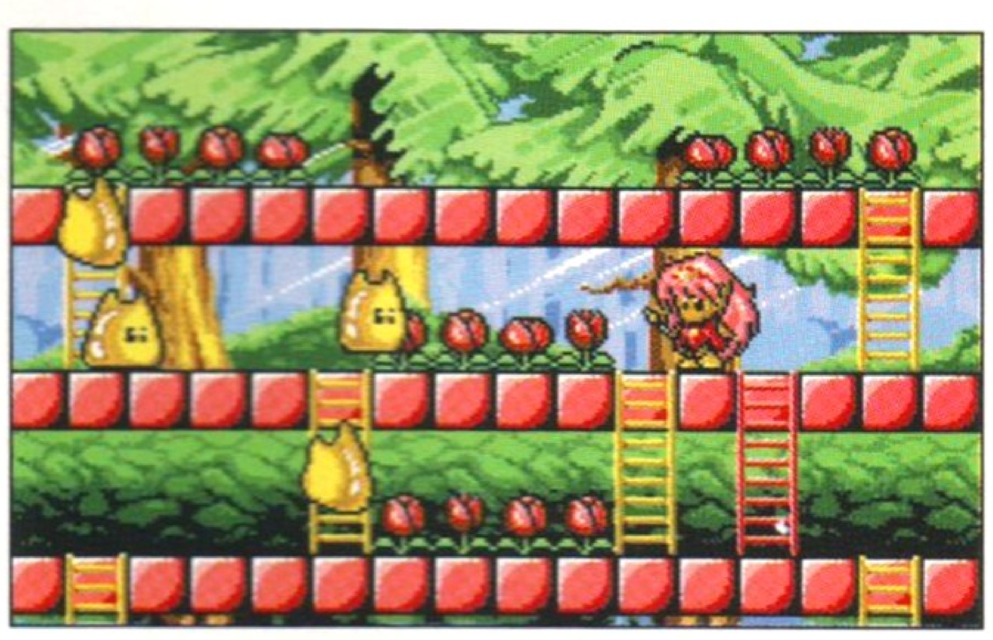
CRUISE FOR A CORPSE
An Agatha Christie mystery in the Caribbean. Delphine 'dunnit', but who committed the dirty deed? Follow the clues on Page 78!



BLADE WARRIOR
A Hack and slasher in silhouette? Can a monochrome arcade adventure cut it? The axe falls on Page 75.



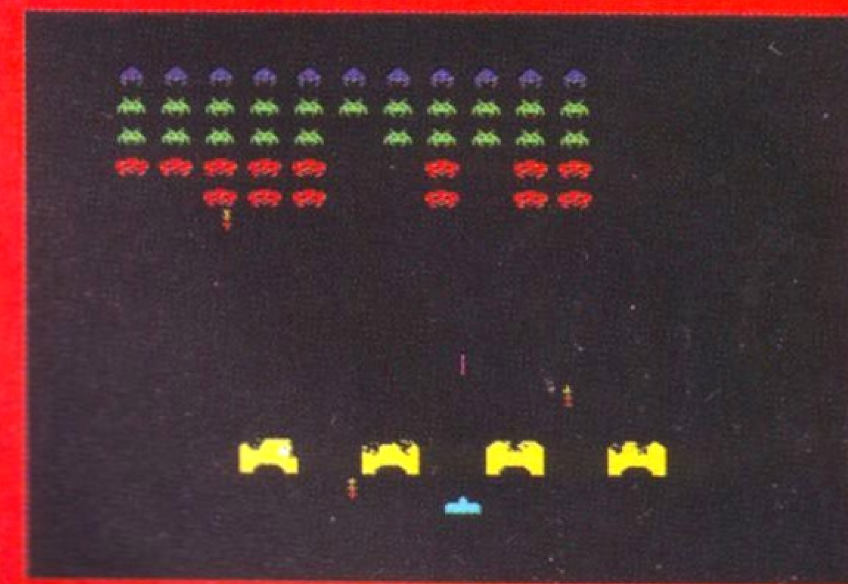
MAGIC POCKETS
Three Bitmaps and a baby! The latest Renegade extravaganza gets its first day out. Can they possibly have gone Gold again? Find out on Page 68!



RODLAND
Flower-collecting has never been so much fun! Crying sharks, splitting spuds and lethal lobsters stand in your way: try to rescue your mom on Page 92.

COVER DISK p17

Amoeba Invaders



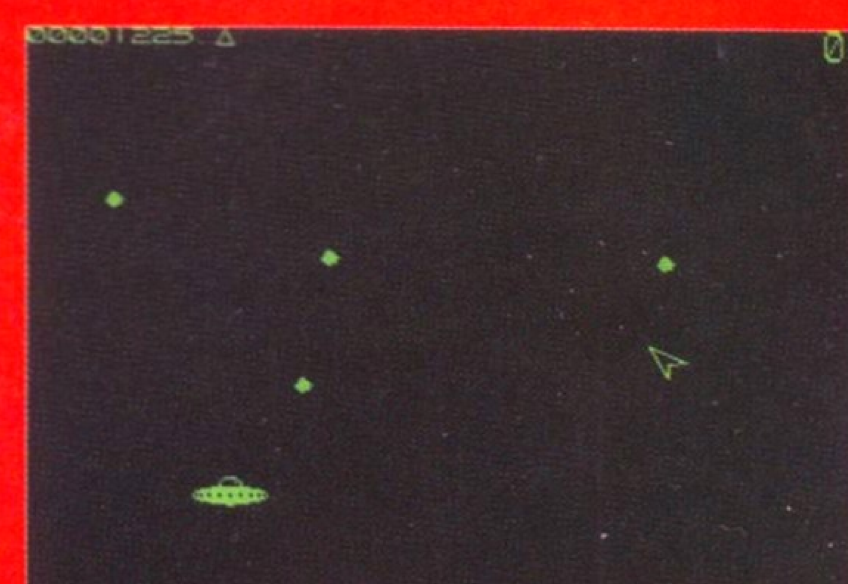
Girl Actions



PacMan 87



Hemroids

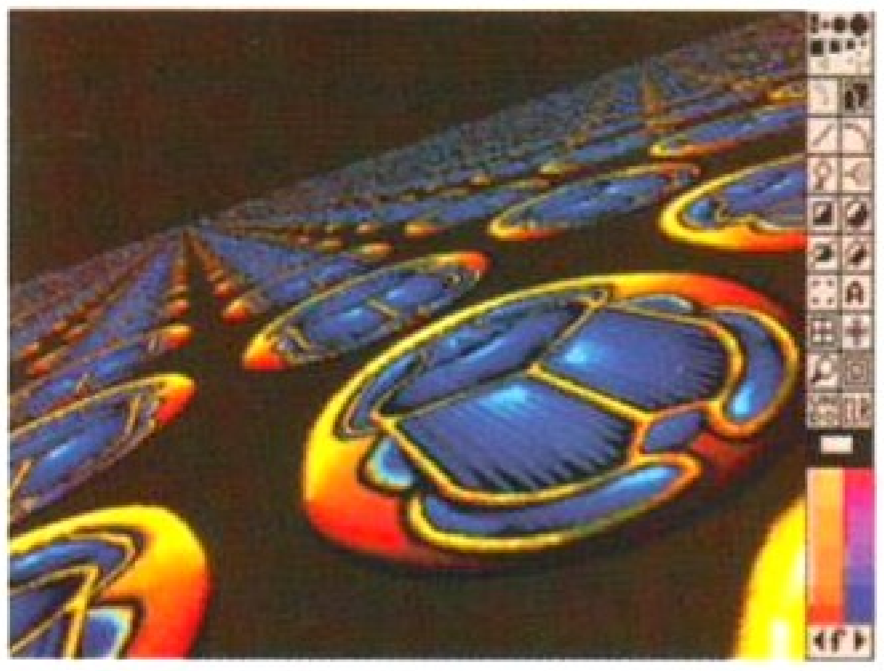


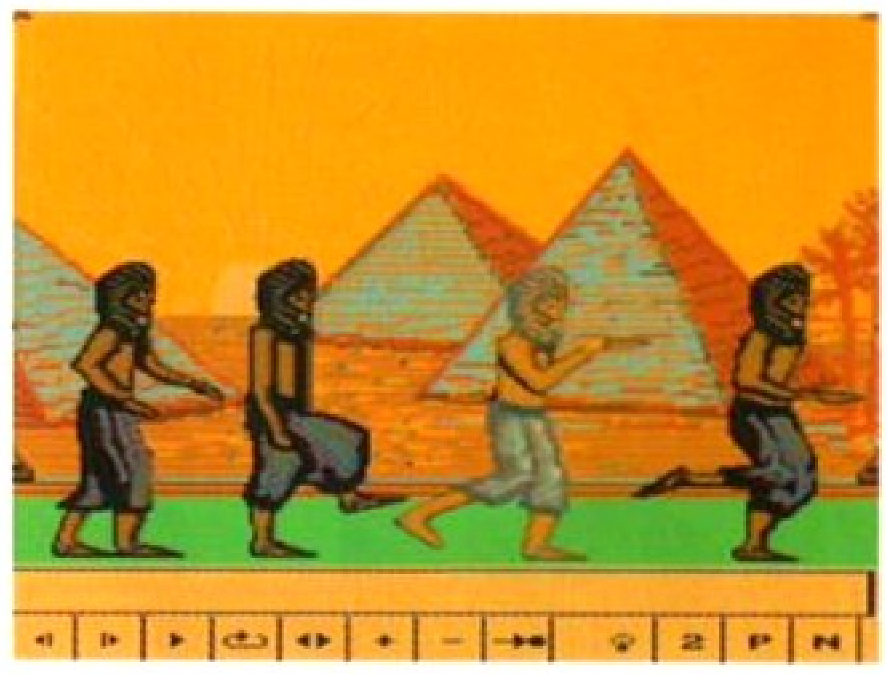
Do you long for the days when arcades were simple things you played rather than watched? When gameplay ruled the roost and the Amiga wasn't even a twinkle in Commodore's eye? The Golden Age of Arcades is revisted in the bonus bumper bundle of classic games on the Coverdisk. Dodge and blast the foul Amoeba Invaders back into the void, thrill to swooping aliens in Girl Actions, pack in the Power Pills in PacMan '87 and cure your Hemroids with a the aid of laser cannon!
Or you could just check out the Pic of the Month...

The new HAM-supporting DeluxePaint® IV will do more than turn a few heads.

It will also turn them inside out, upside down, spin them on an axis, or metamorphosise them into hairy rock stars before you can say "Tutankhamen".







With Hold And Modify (HAM) video mode, DeluxePaint IV offers a staggering 4096 colours. This means gradients that are smoother, more versatile and easier to define.

Not only can you paint in HAM, you can animate in it, too. Imagine brilliant images, rendered in 4096 colours, moving effortlessly across the screen.

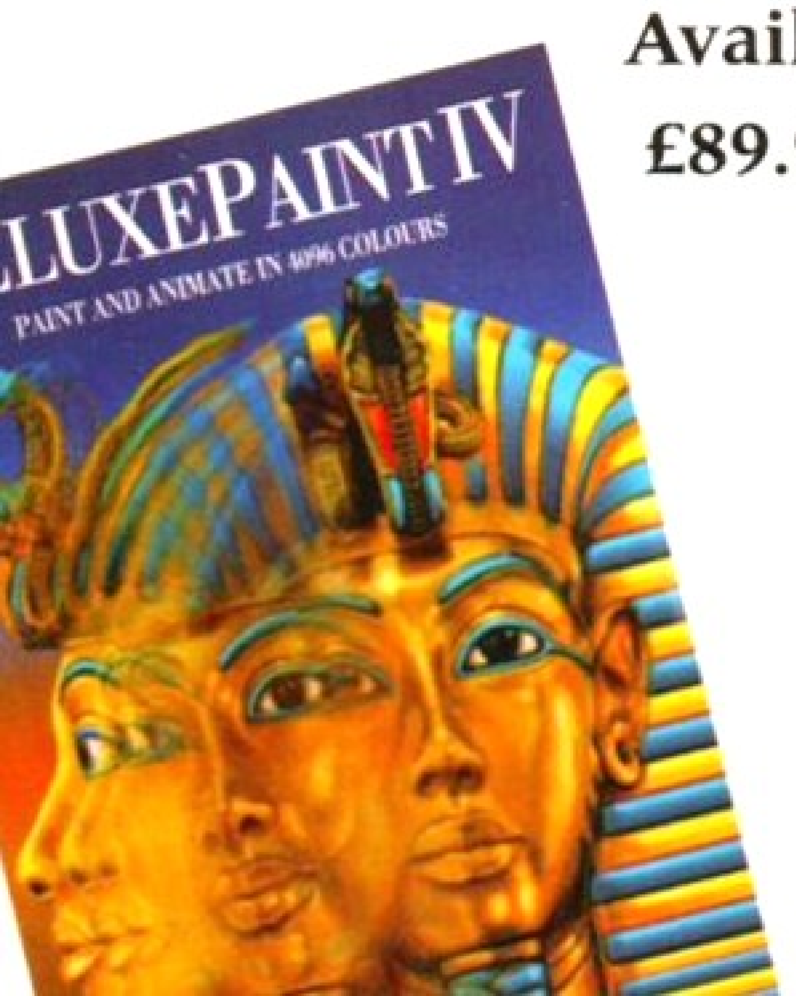
DeluxePaint IV makes animation easy for you.
The special LightTable feature allows you to review the last frame of animation while previewing the next.
Or choose two different images - say a caterpillar and a butterfly - and DeluxePaint IV will carry out an amazing metamorphosis between them in as many frames as you wish.
All these features are directed from a new video-style Animation Control that makes animating as easy as pressing a button.

So whether painting or animating, you can now achieve smooth, seamless effects of unbelievable subtlety.

But don't take our word for it.
Steve Franklin, Managing Director of Commodore Business Machines, described DeluxePaint IV as *"a stunning innovation and probably the best software package for this market"*.

Available 27th September 1991

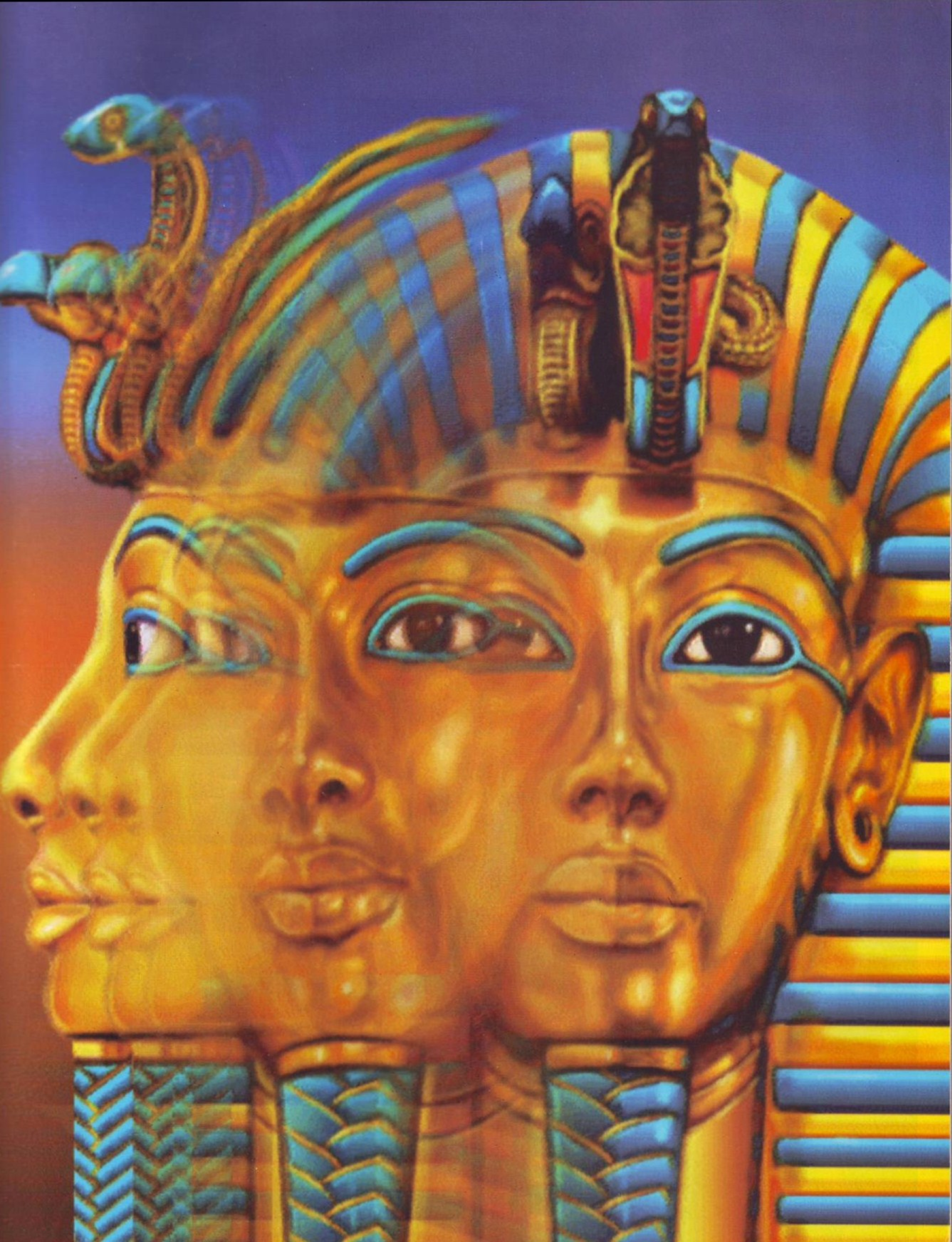
£89.99



ELECTRONIC ARTS

11/49 Station Road Langley Berks SL3 8YN, England.
Tel; 0753 549442 Fax; 0753 546672

TO UPGRADE from previous versions of DeluxePaint, send the front cover of your manual with a cheque, postal order or credit card details including expiry date to the Direct Sales Department at Electronic Arts Ltd. An upgrade from DeluxePaint I costs £65, from II costs £55 and from III £45. Call 0753 549442 for details of this and the special videos which will help you make the most of DeluxePaint IV.




DEUTEROS
Actual 16 Bit Screens
THE NEXT MILLENIUM
It is the end of the 31st Century. Nearly one thousand years ago man colonised the moon, and from there created a range of human mutations which were left to develop other planets. At the same time, life on earth was destroyed by a cataclysmic climatic change.
Now the mutant races are at war with each other, and man has returned to Earth, rebuilt civilisation, and forgotten about past adventures.
Deep in Earth City, plans have been made to explore space again. The race has started to develop Earth's resources, to research new technology, to build for future adventures.
You must control the training, research, resources, production and stores of Earth City in a complex strategic battle to maximise the planet's supplies. You must construct and pilot the hi-tech space shuttles and ships needed for mankind to venture out into the furthest reaches of the war-torn solar system. Operation Deuteros has begun.
Available in August on Amiga & Atari ST
ACTIVISION
Copyright © 1991 IAN BIRD

1 MEGABYTE BASIC AMIGA 500 IS HERE TO STAY

Despite the fact that Commodore have now released two Amiga 500 packs featuring an expanded 1Mb Amiga (originally the Screen Gems and now the Cartoon Classics bundle), but have still insisted that this certainly did not mean the end of the 512K Amiga. However, now it appears that they are changing their tune, which can only mean good news for all future Amiga buyers.

There is, however, one possible problem. Until now the 1Mb Amiga packs have included an A501 RAM expansion to provide the extra 512K, but Commodore seem set on replacing that with board-mounted chips to save on cost. The current architecture of the A500 PCB allows for the extra chips, but if they are fitted the trap-door slot underneath the Amiga can no longer be used, which would of course render such third-party devices as extra-large RAM expansions and possibly PC emulator cards as useless. The question is, why should Commodore worry?

WHERE'S THE AMIGA 500 CD-ROM DRIVE?

Amiga owners will get CD after Christmas: price to be £350-400

Despite previous rumours that we might see the launch of the Amiga 500 CD-ROM drive at the forthcoming *Amiga Format* World of Commodore Show, it now seems very likely that the device will not actually go on sale until immediately before Christmas. "I would hope that we can get a few in before Christmas, but realistically I'm looking at February of next year," reports Steve Franklin, Managing Director of Commodore UK.

The CD drive, currently known as the A690 by most people though even the name is not yet confirmed, will give the Amiga 500 owner access to all the CD-based software that is available for the CDTV. The new drive is ready for mass production in the States, but the delay to the UK market will simply be a question of supply.

Although a survey conducted jointly between *Amiga Format* and Commodore revealed that 74 percent of A500 owners would buy a CD-ROM unit if it cost £200-300, Commodore may well not be able to keep the price that low at first. As Steve Franklin, commented in trade magazine *CTW*, "Unfortunately, because it's new technology we can't do it at that price straight away, so you're looking at a £350-400 product.

"Even if that brings the number of buyers down to 30 per cent that's still 200,000 machines." This contrasts starkly with current UK sales of the CDTV, where only a few thousand have been sold to date. As we predicted in Issue 24's CDTV review, it seems that you, the Amiga owner, will determine the success of CD-based software.

STAR UNVEILS THE LC-20 – THE LC-10 FOR THE 90S

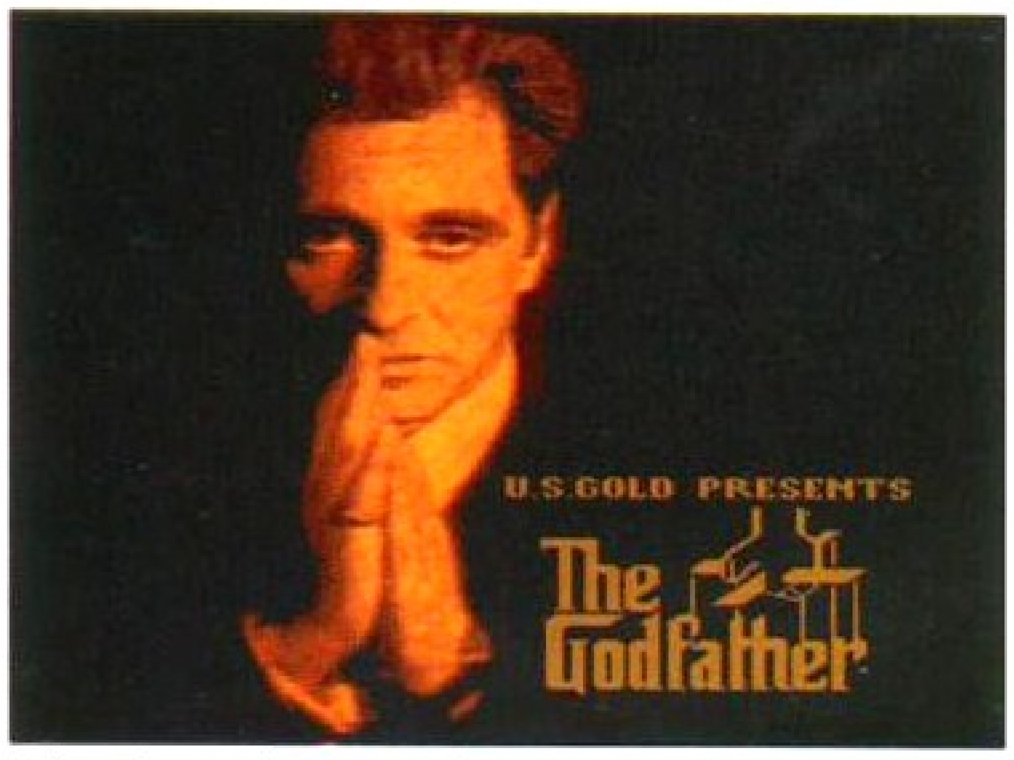


The pressure's on Star to match the phenomenal sales of their LC-10 printer, with the launch of its successor: the LC-20.

Star's best-selling LC-10 9-pin printer has been revamped and renamed for their push into the 1990s. The new LC-20 has a lot to live up to , the LC-10 has sold over 2.25 million printers worldwide. The LC-20, as it is now called, is a new design that keeps the quality and reliability of its predecessor but is faster (180 cps in draft, 45cps in NLQ), quieter and features better paper handling. Features include a 4K print buffer, tractor and friction feed and a built-in parallel interface. The LC-20 will be available from mid-September from all the usual sources.

Star Micronics 0895 252131

AL PACINO.IFF!



After the excellent *Cruise for a Corpse*, expectations are high for the adventure game based on the Godfather film, programmed by the same crew. Can Don Delphine cut it?

Delphine have released the first screens of the epic Godfather project. The French graphic adventure specialists who put *Cruise for a Corpse* together (see the review on Page 78) are in the early stages of designing a game that tells the entire Godfather tale. Little is known about how they aim to implement the multiple perspective aspect of the movie, but the early evidence shows great promise.

IS A PORTABLE AMIGA ON THE WAY?

Rumours are abundant in the Amiga world that an Amiga portable could be on the way. AmReport, the on-line news magazine on CIX, has been putting two and two together and getting an interesting sum. For example, the new developers' style guide insists that all new Amiga software should look good and be useable in mono, which suggests use on a black-and-white LCD screen. An Amiga portable developed independently of Commodore by a German firm never made its appearance. Why not? Did Commodore stamp on it, or take it up? Wait and see...

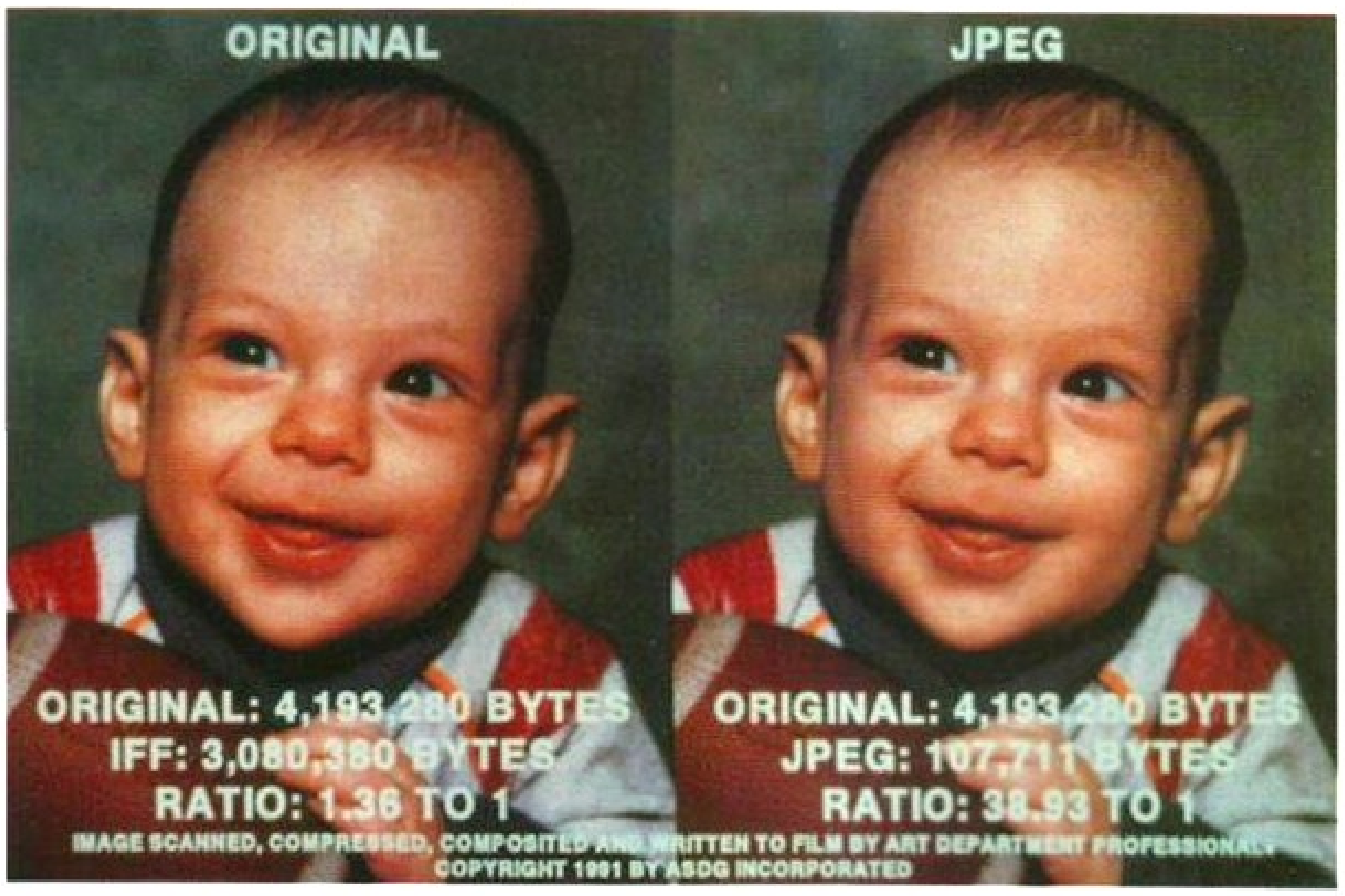
ADPRO II ADDS JPEG

ASDG are adding JPEG compression facilities to the next release of *Art Department Professional*. JPEG compression is an image compression standard created by the Joint Photographic Expert Group and is destined to be the new image compression standard across all platforms. This will allow images from Apple Macintoshes and PCs to be loaded into *Art Department Professional II* and let images created in *ADPro* also be exported to Macintoshes and PCs.

The most exciting thing about JPEG is the huge reductions in file size that the compression gives – ratios as high as 80:1 can be achieved with very little change in the quality of the image. What this will mean in practice is that a 1Mb image (about the size of an overscanned 24-bit plane) can be reduced to less than 30K – just imagine over 30Mb of images all fitting on just a single 3.5-inch disk!

Although at high compression ratios there is some loss of quality, ADPro will allow you to set the level of compression; higher for smaller files, lower to maintain optimum image quality. A date has not yet been announced for the release of this new version of *Art Department Pro*, but it will be available from all the usual sources.

HB Marketing 0753 686000.



Is it real or is it JPEG? A 3Mb file becomes just 100K with the aid of the Joint Photographic Expert Group's compression system, now incorporated in *ADPro*. Can you tell the difference?

ALL THE TOP COMPANIES WILL APPEAR AT THE WORLD OF COMMODORE SHOW

The World of Commodore Show in November, sponsored by *Amiga Format*, is now certain to be the big event of the year for Amiga owners. Not only have most of the major UK games software houses confirmed that they will attend, but also the major American producers of hardware and serious software will be along too, as well as a cosmopolitan blend of firms from other European countries.


Earl's Court 2, venue for the biggest event of the year for all Amiga owners!

The event is now set to combine the gamesy appeal of the recently-cancelled September CES (normally the best place to get hands-on experience of the new games releases for Xmas, but it is now a trade-only event) with the Amiga-specific approach of the Commodore Show and the strong productivity/creativity leanings of the Ami-Expo events.

Among the top-name games software houses who will be showing off their new releases are Virgin, Mirrorsoft, Electronic Arts, Psygnosis, MicroProse, Gremlin and Mindscape, while Ocean and Entertainment International will confirm soon.

High-prestige American software and hardware manufacturers New Horizons and Supra will definitely have a presence, while Gold Disk, NewTek, Oxxi-Aegis and GVP are 90 per cent certain to be there. Among the UK Amiga producers to attend will be New Dimensions, Microdeal, Rombo and PanDAAL, while Mandarin and Digita are pretty certain to be showing their latest wares on their own stands too. Other familiar names from the distribution world include HB Marketing, Precision, Power, Surface, WTS and Checkmate.

The trade-only day of the show is to be sponsored by the highly-respected computer trade magazine *CTW*. After the show goes open to the public you'll be able to visit and meet representatives of all these top firms, as well as enjoying Commodore's games arcade, CDTV City and the many seminars and sessions going on over the three days.

All the details of the show, including how to book early and save yourself some cash, appear in an advertisement on Pages 34-35 of this very issue.

MODEL PLANES

A new series of models for your 3D rendering program is under creation by Leo Capricorn in France. The models will include several WW2 aeroplanes and a couple of very flash sports cars, while a series of WW1 aircraft and modern helicopters is on the way. Incidentally, Leo Capricorn's first 3D model, the Omega Head, was used to create the cover of Issue 23 of *Amiga Format*, so we know it's good stuff.

Leo Capricorn: 1 Residence de la Tuilerie, 94260 Fresnes, France 010 42 37 16 44


The Ferrari F-40 is one of several excellent 3D models which you can use.

DOMARK GO FOR CUP GLORY

Rugby will get two bites of the cherry on October 3, with the simultaneous kick off of the World Cup and the launch of Domark's *Rugby –The World Cup*, an action simulation which will feature the world's top 16 teams, all rucking for glory in a knockout-style tournament.

"We've gone for fluidity and playability as all too often sports sims take ages to get into. *Rugby's* been launched to coincide with the World Cup and we hope that it will be the *Kick Off* of Rugby" says Clare Edgeley of Domark.


The *Kick Off* of rugby games? Possibly...

LOTUS POSITIONED

Gremlin have unveiled their new supercar, *Lotus Turbo Challenge 2*, the follow up to the hugely successful and widely acclaimed *Lotus Esprit Turbo Challenge*. There's no track racing in *Lotus 2*: now there's a trans-American race for up to four players simultaneously with fog, snow, rain and night driving to contend with. Early versions were on display during the official launch at the Millbrook car proving ground – where real Lotuses are put through their paces – and if the finished game can live up to its preview promise, it should leave *Lotus 1* for dead.



The very smart Lotus Elan finally makes it to *real* supercar status as an Amiga game.

MID-WINTER WARMERS

MicroProse are sticking to their simulation guns for the winter months. *Midwinter 2* is the leader of the pack, with action over a series of islands threatened by an invasion, fractal-generated landscapes and a polygon sea with waves. *Master Golf* looks set to threaten the mighty *PGA Tour Golf* as king of the tees, while a Grand Prix sim is being coded by Geoff Crammond, the man who made *Stunt Car Racer*. *Covert Action* tells a tale of espionage and not-nice-ness, while *F-117a (F-19 v.2)* and *Gunship 2000* are on the way.


***Midwinter 2*: uses fractals to generate the landscapes for the island world.**

NOW THAT'S WHAT I CALL...

Wanna buy Amiga game soundtracks on CD, for your listening pleasure? We've heard advance tapes of the Psygnosis compilation (featuring such hit themes as *Awesome*, *Killing Game Show* and *Shadow of the Beast*) and the Gremlin hit factory (*Switchblade*, *Supercars*, *Lotus* etc) and it's actually a really jolly idea. The CDs will be on sale soon at £7.99 each.

Digital Dreams 0602 754991

IMAGINE THAT!

Any avid fans of the 3D modelling program Imagine who are feeling a little left out in the cold might like to join the Imagine Users Group, a club of enthusiasts who share information and advice on all aspects of the program. They also have a huge object and texture library as well as a colour printing service.

Imagine User Group, 16 Canbridge Road, Newton, Cambridge CB2 5PL

TURTLES CRAWL OUT

ImageWorks are showing out *Turtles 2* for the Christmas slot and this time it's a conversion of the smash-hit Konami coin-op. The developers, Probe, have already released some 'roughs' to give an idea of how the coding is coming along and the results look pretty accurate to the arcade. Could be one of the major titles of the year.

GOLD DISK SUPPORT

Gold Disk have just announced that users of their range of productivity and business software will now be able to get support in the UK from Gordon Harwoods. This is excellent news for anyone who has a problem which they need to be answered or who is considering buying Gold Disk software.

Gordon Harwoods 0773 836781

NEW LOW COST PRINTER



Good news for writers and artists on a tight budget – Silica have introduced a new 9-pin printer for a mere £99 + VAT. The Seikosha SP-1900AI prints at 192 cps (characters per second), 40 in NLQ (near letter quality). Included in the price is a printer starter pack that includes everything you need to start printing immediately: stationary, cables, ink ribbon and printer drivers.

Silica Systems 081-309 1111.

NEW PROGRAM DESIGN BOOK

Program Design Techniques for the Amiga is written by hard-core programmer and *AF* contributor Paul Overaa. The book tries to explain not just the mechanics of game programming, but the skills and techniques needed to successfully program complex 16-bit games.

Kuma Books 0734 844335.

CALLING ALL AUTHORS!

The Society of Software Authors is to hold its third Developers' conference (DEVCON 3) in late November. Details have yet to be confirmed but tickets will be on a first-come first-served basis.

Nalin Sharma 081 503 2521

DIGI·VIEW GOLD

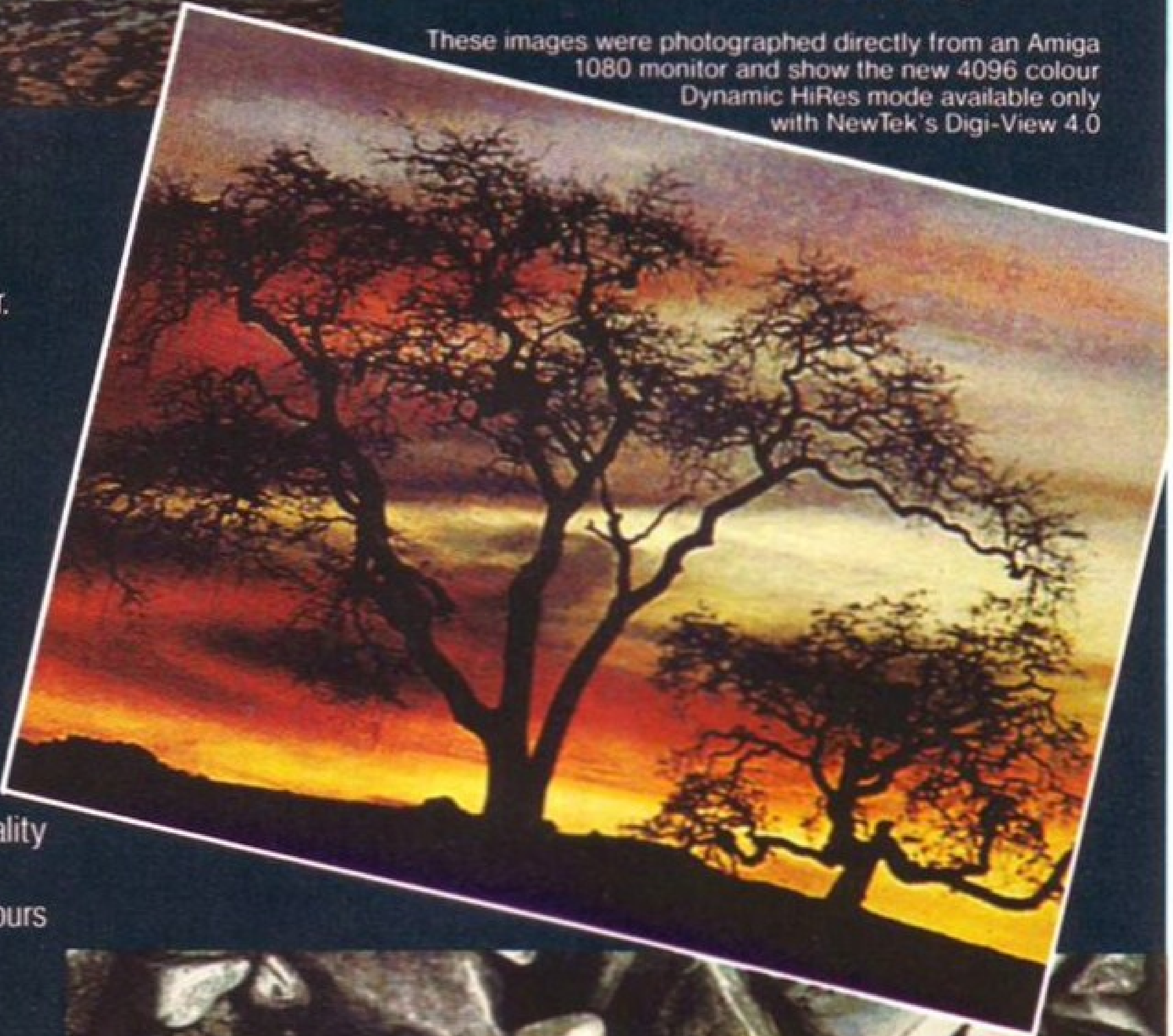
4096 Colours in High Resolution...is just the beginning



With the all new Digi-View 4.0 software you can do the one thing most people thought was impossible—digitize and display all 4096 colours in high resolution! We call this revolutionary new graphics mode Dynamic HiRes. Amiga Format magazine calls it "breathtaking, easily the best images ever seen on an Amiga screen." But that's just the start of what makes Digi-View 4.0 a breakthrough. Other new features include: Dynamic HAM (fringe free HAM), Noise Reduction (for the sharpest images ever), ARexx support, super bitmap digitizing, 24 bit colour support and dozens of other new features making Digi-View Gold the hottest Amiga graphics product ever.

And it's still just as easy to use. Simply focus your video camera on any object or picture, and in seconds Digi-View Gold turns it into Amiga graphics that glow with vibrant colour and stunning clarity. Whether you are creating graphics for desktop publishing, presentations, video, or just for fun, Digi-View Gold gives you dazzling images with amazing simplicity.

These images were photographed directly from an Amiga 1080 monitor and show the new 4096 colour Dynamic HiRes mode available only with NewTek's Digi-View 4.0



Digi-View 4.0 and Digi-Paint 3 Become One with the ultimate link between digitizer and paint program. With Digi-View 4.0's Digi-Port feature they can both share the same screen so that touching-up your digitized images is easier than ever. Transfer 768x592, 4096 colour super bitmaps from Digi-View 4.0 to Digi-Paint 3 with a simple menu command, make changes such as combining images or adding titles, and redisplay them as Dynamic HiRes or other resolution images.

Only Digi-View Gold:

- Digitizes in all Amiga resolution modes from 320x256 up to 768x592 (full HiRes overscan)
- Includes powerful Digi-Paint 1 software for retouching digitized images or creating original artwork
- Uses 2 to 4096 colours (including halfbrite)
- Has exclusive Dynamic modes for 4096 colours in HiRes
- Digitizes in 21 bits per pixel (2.1 million colours) for the highest quality images possible
- Has advanced dithering routines that give an apparent 100,000 colours on screen simultaneously
- Has a special line art mode for desktop publishing
- Comes with an icon driven slideshow program for presentations using both IFF and Dynamic images
- Has complete software control of colour saturation, brightness, sharpness, hue, resolution, and palette
- Digitizes in full overscan with no borders for use with video genlocks
- Offers an unprecedented lifetime warranty

If you want the best graphics possible for your Amiga, then get the best selling video digitizer of all time: Digi-View Gold.



Only £149.95 Inc. VAT

For a NewTek authorized dealer near you contact HB Marketing, Ltd. at 0753 686000

Now includes Digi-Paint 1

NEWTEK INCORPORATED

*Requires standard gender changer for use with Amiga 1000. Dynamic HiRes requires 2 megs of RAM. Digi-View Gold is a trademark of NewTek, Inc.

PLAY THE GAME MAN!

Hello fellow humans! Bartholomew J. Simpson here, with a very important secret:

SPACE MUTANTS ARE INVADING SPRINGFIELD

That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PReTTy CoOL, HUh?

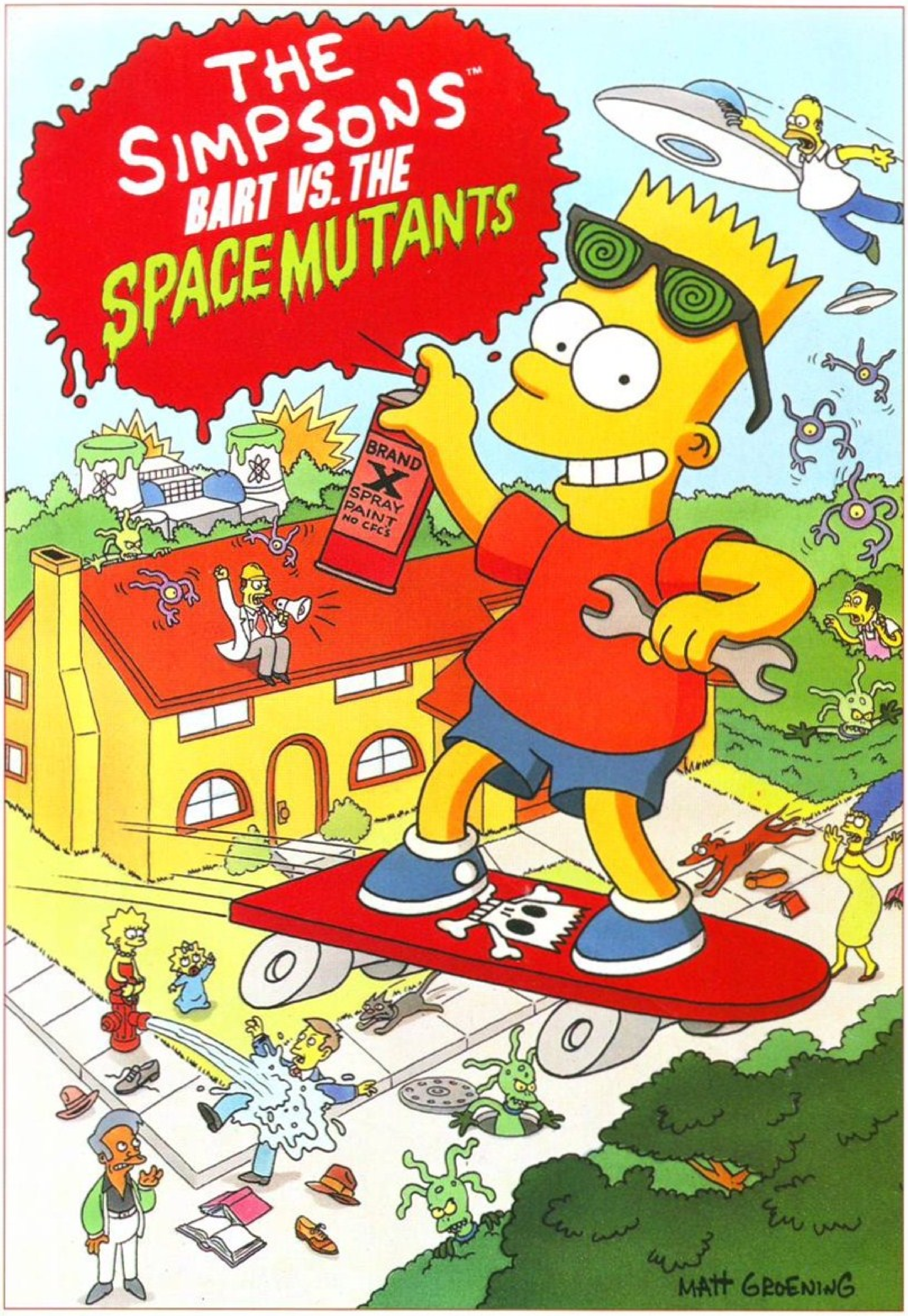
Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.

Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!

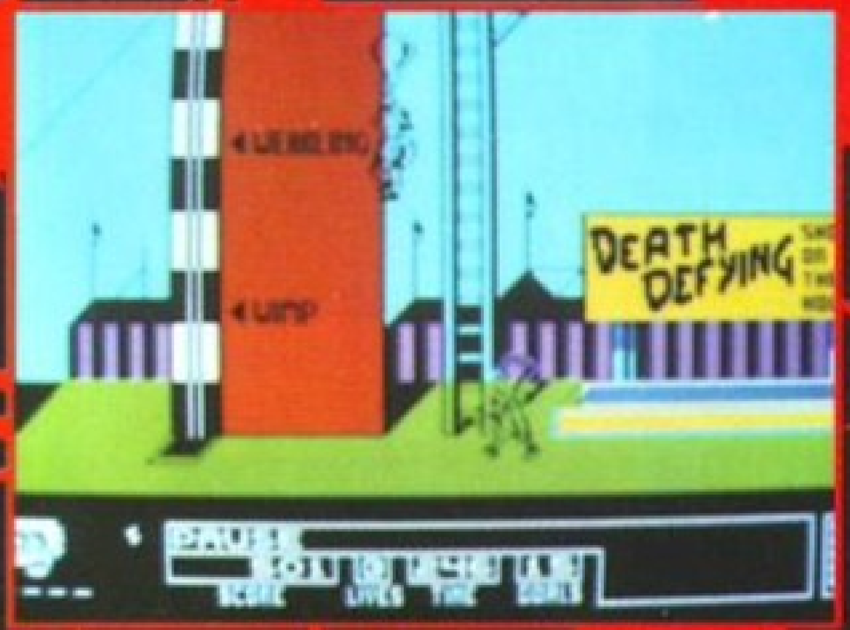
So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.

SAVE THE EARTH

BUy THiS GaME!
Thanks man.







CBM AMIGA
ATARI ST
SPECTRUM
COMMODORE
AMSTRAD

OCEAN SOFTWARE LIMITED
6 CENTRAL STREET · MANCHESTER · M2 5NS
TELEPHONE: 061 832 6633 · FAX: 061 834 0650

THE SUPER A500 COMETH

The next step on for the Amiga 500 is the arrival of the Enhanced Chip Set (ECS) and with it Workbench 2. Barry Thurston, Technical Director of Commodore UK, has told *Amiga Format* that the ECS should be available by Christmas. ECS comprises of a new Denise and an Even Fatter (or Superfat) Agnus chip and gives two new high-res four-colour display modes, while Workbench 2 would involve a new Kickstart chip and the disks.

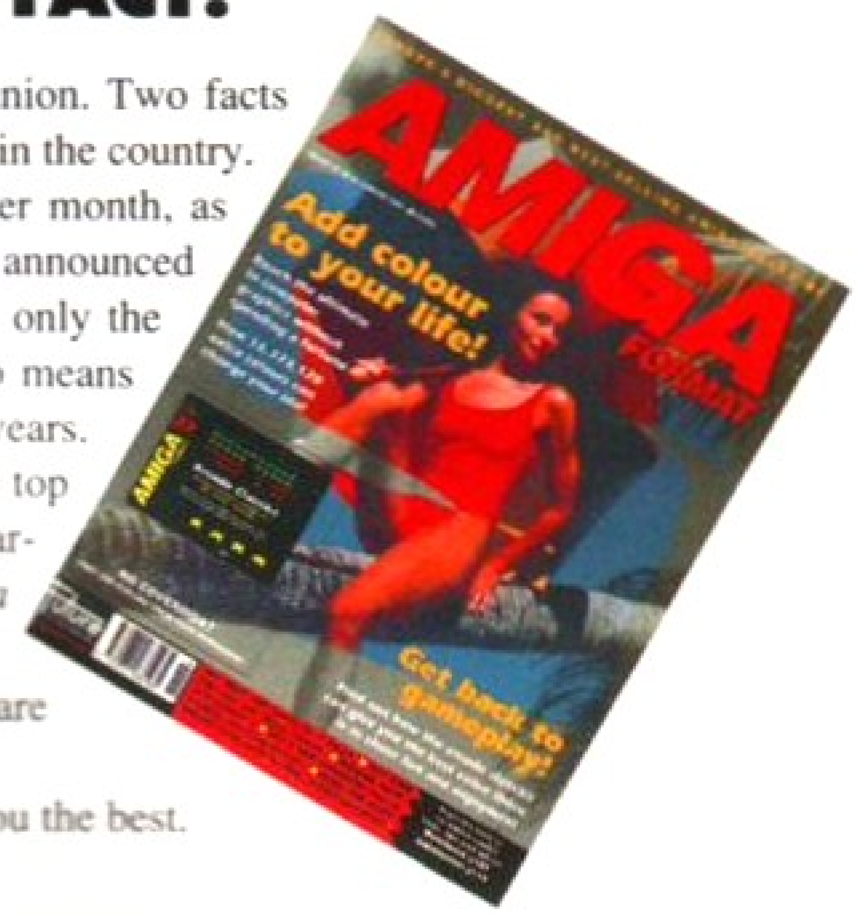
But here's where the confusion starts. We've heard that there may be a new display mode that gives more colours than HAM, though we've been unable to get this confirmed or denied yet. We've also heard that WB2 is now blown onto ROMs, so the OS would be entirely chip-based and a lot faster. Could this mean the big new A500 that Commodore are known to be planning would come with 1Mb, with the new ECS and the Workbench chips all on the board? We'll have to wait and see…

GET THE MAX!

Get the Most out of your Amiga 1992 is the new, revised, updated version of *Amiga Format's* complete guide to the Amiga. As before, this 172-page book includes buyers' guides on all aspects of Amiga creativity and productivity software, beginners' guides to all aspects of the Amiga, lots of hardware information, stacks of handy Workbench hints and tips and *Gamebusters* tips on a heap of recent games. All the information has been updated with bags of new stuff in there. This book will also be included with the new A1500 bundle, details of which are to be announced soon. Look out for the new book, on sale next month!



AMIGA FORMAT IS THE BEST: IT'S A FACT!



You are now reading the best Amiga magazine there is: and it's not just our opinion. Two facts have recently appeared which confirm our position as the leading Amiga magazine in the country.

For starters, our audited circulation (the number of copies sold on average per month, as officially checked by independent body the Audit Bureau of Circulations) has been announced at 115,000 copies over the January-July period this year. This means we are not only the most popular Amiga magazine in Britain, Europe and possibly the world, it also means that this is Britain's biggest-selling computer magazine of any kind for the last six years.

Just as exciting, for the second year in a row *Amiga Format* has been voted the top 'magazine aiding stocking decisions' by computer dealers in the UK. A survey carried out by computer trade magazine *CTW* revealed that dealers place *Amiga Format* as far and away the number one computer mag when they are deciding what products they should sell. In other words, the people who sell you the software rely on us to tell them what's good and what's not.

All of which simply goes to prove that you can rely on *Amiga Format* to give you the best.

PROGRESSIVE 040 FROM HB

If you like the idea of 040 speed, but not the weight of the price tag, the new 040 board from Progressive Peripherals and Software may be for you. The imaginatively-named Progressive 040 comes in two forms, one for the A2000 and another for the A3000.

The 040/2000 uses the 16-bit memory on the A2000 motherboard and can have another 32Mb of RAM installed on the board itself. In addition, the 040/2000 comes with DOS 2.0 and the latest version of Kickstart, with which you replace your existing chips. Motorola claim the processor speed is 19.2 MIPS (million instructions per second) and the manufacturers' benchmark tests look impressive. The prices? £1649+VAT for the 040/2000 with 4Mb of onboard RAM, £1279+VAT for the 040/A3000 version (no RAM and no DOS 2.0). Look out for a comprehensive 040 board test in an upcoming issue of *AF*.
HB Marketing 0753 686000.

WANT A CDTV KEYBOARD?

In advance of the official Commodore release of the CDTV keyboard, you can obtain an adaptor to use a B2000 keyboard from any Lightwave stockist. You should also be able to obtain a keyboard if you don't have a spare. Prices are yet to be confirmed.
Lightwave 051-639 5050
Computerman of Skipton 0756 790554

AND IT'S A GOAL!

Fans of *Kick Off* might like to contribute to the new *Golden Goals* disks being out together for PD distribution by an Irish footy nut. The disks will feature the best and weirdest goals that are submitted and will be available only from PD libraries, but if you want to contribute a disk of your goals write enclosing a 50p piece if you want your disk back. Wild idea!
Derek Doran, 3 Glenaulin Park, Chapelizod, Dublin 20, Eire.

THIS IS A 44 MAGNUM…

CSA, makers of the Mega Midget Racer are about to launch their fastest accelerator yet – the 40/4 Magnum – a 68040-based system running at 20MIPS (million instruction per second). Compare that with an A500 which runs at about 0.8 MIPS and you'll realise it's fast. However, the 40/4 Magnum is much more than just a 68040 chip on a board. To give a real performance system, CSA have added 1Mb of zero wait state 32-bit static RAM, a fast SCSI hard drive controller, a high speed parallel port and two high-speed serial ports – all running within the 20MIP world of the 68040. US price has been set at $3,995 but as yet no UK price is available.
Computer System Associates 0101 619 566 9581.

GOLD DISK, OXXI RAISE UK PROFILE

The fact that Centresoft – recently named software distributor of the year by readers of the industry's trade mag, *CTW* – have taken on the distributorships for Gold Disk and Oxxi-Aegis, in addition to announcing their own brand of peripherals, brings yet more proof that the Amiga has confirmed its dominance of the UK home-computer market.

From the Gold Disk range, they will be stocking the DTP program *Pagesetter 2*; the desktop video system *Showmaker*; the information storage and management program, *Hyperbook*; and the spreadsheet, *Advantage*. From the Oxxi range, in addition to the established *Turbotext*, *Spectracolor* and Aegis Soundmaster come three older products. Sonix (£45) is a synthesising/sampling package while *Videotitler 3D* and *Videoscape 3D* (both £89) are animation programs aimed at the home user.

While established Gold Disk and Oxxi-Aegis suppliers will continue to sell the stuff, Centersoft should be able to make it available in your local high-street.

Meanwhile the new Centresoft own-brand label, AddXtra, will feature small peripherals such as disk drive anti-click devices, mice, joysticks and stereo headphones that plug directly into the Amiga.



***Professional Page 2:* still the leading high-end DTP package and now more widely available.**



***Hyperbook:* another from the excellent Gold Disk range that should become a part of the scene.**

NEW VERSION OF SCALA

Silica Systems have announced a new version of the best-selling Amiga presentation package, *Scala*. The new version 1.1 adds a number of new features specifically aimed at multimedia and video titling applications. These include real-time anti-aliasing of text, brushes and colour fonts; Arexx support; full support for outline fonts; super impose transition and optimised loading times (over five times faster on an A3000). The cost of *Scala 1.1* is going to be £268.34 and a free version 1.1 upgrade is available to all current owners of Scala.
Silica Systems 081 309 1111.



BEAST 7.99 · CHAOS STRIKES BACK 9.99 · CORP + MISSION 9.99 · BEAST 2 + SHIRT 12.99 · CORRUPTION 3.99 · CURSE OF AZURE 9.99 · DUNGEON MASTER 10.99 · ELITE 9.49 · EYE OF HORUS 3.99 · F16 FALCON 12.99



FISH! 3.99 · GRAND PRIX CIRCUIT 6.99 · HARD DRIVIN 2 7.99 · IVAN'S OFF ROAD 7.99 · KICK OFF 3.99 · KICK OFF 2 8.99 · KIND WORDS 2 22.99 · LSR SUIT LARRY 3 12.99 · LEMMINGS 13.99 · MEGATRAVELLER 1 11.99 · MIDWINTER 11.99



PAWN 3.99 · PLAYER MANAGER 7.99 · POWERDRIFT 3.99 · POWERWORKS 39.99 · PRINCE OF PERSIA 9.99 · SIM CITY AND POPULOUS 16.99 · SCRABBLE DELUXE 7.99 · TRIAD 2 7.99 · TURRICAN 2 8.49 · WARHEAD 6.99 · WHEELS OF FIRE 6.99



WINGS 10.99 · WORDWORTH 79.99 · XENOMORPH 8.49 · XENON 2 7.99 · INDY JONES ADV 7.99 · ZAK MKRAKEN 7.99 · CHRONOQUEST 2 6.99 · AMOS 32.99 · HYBRIS 2.99 · I.C.F.T. DESERT 10.99 · MENACE 5.49

Amiga Software

3D CONSTRUCTION KIT 31.99
3D POOL 7.99
4D SPORTS BOXING 16.99
4D SPORTS DRIVING 16.99
A10 TANK KILLER (1 MEG) 22.49
AFRIKA CORPS 18.49
ALCATRAZ 15.49
AMNIOS 16.99
AMOS (GAMES CREATOR) 32.99
AMOS 3D 22.99
AMOS COMPILER 19.99
AQUAVENTURA 16.99
ARKANOID 2 ....7.99
ARMOUR-GEDDON 16.99
ATOMIC ROBOKID 7.99
ATOMINO 16.99
AWESOME WITH SHIRT 15.49
BAAL 3.99
BANDIT KINGS OF ANCIENT CHINA 20.99
BATMAN CAPED CRUSADER 7.99
BATTLE OF BRITAIN 19.99
BATTLE SQUADRON 7.99
BEAST 2 WITH SHIRT 12.99
BEAST BUSTERS 16.99
BETRAYAL 19.49
BILLY THE KID 16.99
BIRDS OF PREY (1 MEG) 19.49
BLADE WARRIOR 16.99
BLOOD MONEY 6.99
BLOODWYCH 8.99
BLOODWYCH DATA DISK 7.49
BLUE MAX 19.99
BOMBER MISSION DISK 7.49
BUDOKAN 8.99
CADAVER 16.49
CADAVER LEVELS THE PAY OFF 11.99
CAPTAIN PLANET 16.99
CAPTIVE 16.99
CARDINAL OF THE KREMLIN 16.49
CARRIER COMMAND 7.99
CASHBOOK COMBO (CASHBOOK CONTROLLER & FINAL ACCOUNTS) 49.99
CENTURION DEFENDER OF ROME 16.99
CHAMPIONS OF KRYNN (1 MEG) 19.99
CHAOS STRIKES BACK (1 MEG) 9.99
CHARGE OF THE LIGHT BRIGADE 17.99
CHASE H.Q 2 (SCI) 16.99
CHRONOQUEST 2 ....6.99
CHUCK ROCK 15.49
CLOUD KINGDOMS 6.99
CODENAME ICEMAN (1 MEG) 12.99
COHORT FIGHTING FOR ROME 17.99
CONFLICT EUROPE 7.99
CORPORATION + MISSION DISK 9.99
CORRUPTION (M/SCROLLS) 3.99
CRACK DOWN 6.99
CRICKET (1 MEG) 17.49
CRUISE FOR A CORPSE 19.99
CRYSTALS OF ARBOREA 16.99
CURSE OF THE AZURE BOND (1 MEG) 9.99
CUTTHROATS (INFOCOM) 7.99
DAMOCLES 7.99
DAMOCLES - MISSIONS 1 & 2 ....15.49
DAMOCLES MISSION DISK 2 ....8.99
DAS BOOT (SUB SIM) 19.99
DEADLINE (BUDGET) 7.99
DEATH KNIGHTS OF KRYNN (1 MEG) (SSI) 19.99
DEATH TRAP 7.99
DEFENDER OF THE CROWN 7.99
DEJA VU 2 ....7.99
DELUXE MUSIC CONSTR SET 49.99
DELUXE PAINT 3 ....39.99
DELUXE PAINT 4 (1 MEG) 57.99
DEMONIAK 19.49
DEUTEROS 16.99
DEVPAC V.2 (ASSEMBLER) 54.99
DGCALC (SPREADSHEET) 29.99
DISNEY ANIMATION STUDIO 64.99
DOUBLE DOUBLE BILL 22.99
DRAGON BREED 7.99
DRAKKHEN 11.99
DRILLER 7.99
DUNGEON MASTER (1 MEG) 10.99
DYNASTY WARS 6.49
E-MOTION 6.49
ECO PHANTOMS 16.99
ELF 16.49
ELITE 9.49
ELVIRA MISTRESS OF DARK (1 MEG) 19.99
EPIC 16.99
EXILE 16.99
EYE OF HORUS 3.99
EYE OF THE BEHOLDER (1 MEG) 19.99
F15 STRIKE EAGLE 2 (1 MEG) 21.99
F16 FALCON 12.99
F16 FALCON MISSION DISK 2 ....9.99
F19 STEALTH FIGHTER 19.49
F29 RETALIATOR 16.99
FERRARI FORMULA 1 ....8.99
FIRE AND BRIMSTONE 16.99
FISH! (M/SCROLLS) 3.99
FISTS OF FURY (DYNAMITE DUX, NINJA WARRIORS, SHINOBI, DOUBLE DRAGON 2) 19.49
FLAMES OF FREEDOM 21.99
FLIGHT OF THE INTRUDER 21.99
FLIGHT SIMULATOR 2 ....22.49
FRENETIC 13.99
FUN SCHOOL 2 (2-6, 6-8, 8+) 13.99
FUN SCHOOL 3 (2-5, 5-7, 7+) 15.49
FUTURE WARS 16.99
GAUNTLET 2 ....7.99
GAUNTLET 3 ....16.99
GERM CRAZY 15.49
GETTYSBURG (SSI) 9.99
GFA BASIC V3.0 COMPILER 27.99
GFA BASIC V3.0 INTERPRETER 39.99
GHENGHIS KHANN 20.99
GODS 16.99
GOLDEN AXE 16.99
GOLF WORLD CLASS LEADERBOARD 7.99
GRAHAM GOOCH WORLD CLASS CRICKET 19.99
GRAND PRIX CIRCUIT 6.99
GRAVITY 6.99
GREG NORMAN'S GOLF 16.49
GUILD OF THIEVES (M/SCROLLS) 7.99
HARD DRIVIN' 2 ....7.99
HARLEY DAVIDSON 19.99
HARPOON 19.49
HERO'S QUEST (GREMLIN) 16.99
HILL STREET BLUES 15.49
HITCH HIKERS GUIDE (BUDGET) 7.99
HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDY JONES, BATMAN MOVIE) 19.99
HOME ACCOUNTS (DIGITA) 24.99
HOUND OF SHADOW 8.99
HUNTER 19.49
HYBRIS 2.99
IK+ 7.99
IMMORTAL (1 MEG) 16.99
INDIANA JONES ADVENTURE 7.99
INDIANAPOLIS 500 ....16.99
INTERNATIONAL CHAMPIONSHIP ATHLETICS 15.49
INTERPHASE 3.99
IT CAME FROM THE DESERT (1 MEG) 10.99
ICFTD ANT HEADS DATA (1 MEG) 10.99
IVAN STEWARTS SUPER OFF-ROAD RACER 7.99
J. NICKLAUS GOLF 16.99
J. NICKLAUS UNLIMITED GOLF & COURSE DESIGN (1 MEG) 19.99
JAMES POND 9.49
JAMES POND 2 - ROBOCOD 16.99
JIMMY WHITES SNOOKER 16.49
JINXTER (M/SCROLLS) 3.99
JUDGE DREDD 9.99
K-SPREAD 2.0 (SPREADSHEET) 47.99
KEYS OF MARAMON (1 MEG) 16.99
KICK OFF 3.99
KICK OFF 2 ....8.99
KICK OFF 2 (1 MEG) 15.49
KICK OFF 2 FINAL WHISTLE 7.99
KICK OFF 2 GIANTS OF EUROPE 7.99
KICK OFF 2 RETURN TO EUROPE 7.99
KICK OFF 2 WINNING TACTICS 6.99
KID GLOVES 6.99
KILLING GAME SHOW 9.99
KIND WORDS 2.0 (WORD PROCESSOR) 22.99
KINGS BOUNTY 19.99
KINGS QUEST 5 (1 MEG) 25.49
KLAX 7.99
KNIGHTS OF LEGEND 19.99
LAST NINJA 2 ....7.99
LEISURE SUIT LARRY 2) 12.99
LEISURE SUIT LARRY 3 (1 MEG) 12.99
LEMMINGS 13.99
LEMMINGS DATA DISK 10.99
LIFE AND DEATH 16.99
LOGICAL 12.99
LOMBARD RAC RALLY 7.99
LORD OF THE RINGS 19.49
LOTUS ESPRIT TURBO 16.49
MAGNETIC SCROLLS COLLECTION VOL 1 (GUILD OF THIEVES, FISH, CORRUPTION) (1 MEG) 19.49
MANCHESTER UNITED EUROPE 15.49
MAUPITI ISLAND 16.99
MEGATRAVELLER 1 (1 MEG) 11.99
MEGLOMANIA 19.99
MENACE 5.49
MERCHANT COLONY 18.49
MERCS 16.99
METAL MUTANT 16.99
MICROPROSE SOCCER 7.99
MIDNIGHT RESISTANCE 16.99
MIDWINTER 11.99
MIG 29 FULCRUM 22.99
MONOPOLY 16.99
MONTY PYTHON 8.99
MOON BASE 22.99
MOONSHINE RACERS 16.99
MYSTICAL 8.99
NAM 1965-75 ....19.49
NAVY S.E.A.L.S 16.99
NEBULUS 2 ....16.99
NEVER MIND 6.49
NIGHTSHIFT 7.99
OPERATION STEALTH 16.99
OPERATION WOLF 7.99
OVERRUN (1 MEG) (SSI) 19.99
PANG 16.99
PAWN (M/SCROLLS) 3.99
PGA GOLF TOUR 16.99
PLAYER MANAGER 7.99
POOL OF RADIANCE (1 MEG) 19.99
POPULOUS & SIM CITY 16.99
POWER UP (CHASE H.Q, TURRICAN, X-OUT, ALTERED BEAST, RAINBOW ISLANDS) 19.99
POWERDRIFT 3.99
POWERMONGER 19.49
POWERMONGER DATA DISK 1 ....11.99
POWERWORKS (MAXIPLAN PLUS SPREADSHEET, KIND WORDS 2 & INFOFILE DATABASE) 39.99
PP HAMMER 16.99
PREHISTORIK 16.99
PRINCE OF PERSIA (1 MEG) 9.99
PRO TENNIS TOUR 2 ....16.99
PROTEXT W/PROCESSOR V5 ....94.99
QUESTRON 2 (SSI) 6.49
R-TYPE 7.99
R-TYPE 2 ....16.99
RAILROAD TYCOON (1 MEG) 21.99
RAINBOW COLLECTION (BUBBLE BOBBLE, RAINBOW ISLANDS & NEW ZEALAND STORY) 13.99
RBI BASEBALL 2 ....19.49
RENEGADE LEGION INTERCEPTOR 21.99
RICK DANGEROUS 6.99
RISE OF THE DRAGON (1 MEG) 25.49
ROBIN HOOD 16.99
ROBOCOP 2 ....16.99
ROCKET RANGER 7.99
ROLLING RONNIE 16.49
RUGBY WORLD CUP 16.49
RULES OF ENGAGEMENT (1 MEG) 16.99
S.T.U.N RUNNER 9.99
SARAKON 13.99
SCRABBLE DE LUXE 7.99
SEASTALKER (INFOCOM) 3.99
SECRET OF MONKEY ISLAND (1 MEG) 16.99
SECRET OF THE SILVER BLADE (1 MEG) 19.99
SHADOW DANCER 16.99
SHADOW OF THE BEAST 7.99
SHADOW SORCERER 16.99
SHADOW WARRIORS 16.99
SHINOBI 6.99
SILENT SERVICE 2 (1 MEG) 21.99
SILKWORM 6.99
SIM CITY & POPULOUS 16.99
SIM CITY ANCIENT CITIES 11.99
SIM CITY FUTURE WORLDS 11.99
SIM CITY TERRAIN EDITOR 10.99
SKYFOX 4.99
SPACE HARRIER 2 ....4.99
SPACE QUEST 3 (SIERRA) 12.99
SPACE QUEST 4 (1 MEG) 25.49
SPACE ROGUE 19.99
SPEEDBALL 7.99
SPEEDBALL 2 ....16.49
SPELLBOUND 3.99
SPINDIZZY 2 ....8.99
STARFLIGHT 8.99
STARFLIGHT 2 ....16.99
STARGLIDER 2 ....6.99
STELLAR 7 (1 MEG) 16.99
STORM ACROSS EUROPE (SSI) 19.99
SUPER CARS (GBH) 6.99
SUPER CARS 2 ....16.49
SUPER HANG ON 7.99
SUPER MONACO GRAND PRIX 16.99
SUPERBASE PERSONAL 2 ....79.99
SUPERPLAN 1 MEG SPREADSHEET 79.99
SUPREMACY 19.49
SWAP 16.99
SWITCHBLADE 2 ....16.99
SWIV 17.99
SWORD OF SODAN 8.99
TEAM YANKEE 19.49
TENTACLE 16.99
TESTDRIVE 2 PLUS DATA DISKS 19.49
TETRIS 13.99
THE SIMPSONS 16.99
THREE STOOGES (CINEMAWARE) 7.99
THUNDERBIRDS 4.99
THUNDERHAWK 17.99
THUNDERJAWS 16.49
TIMES OF LORE 6.99
TOKI 16.99
TOYOTA CELICA GT RALLY 16.49
TRIAD VOL 2 (MENACE, BAAL, TETRIS) 7.99
TRIAD VOL 3 (SPEEDBALL, BLOOD MONEY, ROCKET RANGER) 15.99
TURRICAN 7.49
TURRICAN 2 ....8.49
TV SPORTS (U.S) FOOTBALL 7.99
TV SPORTS BASKETBALL 11.99
ULTIMA 5 ....19.99
UMS 2 (1 MEG) 19.49
VENUS THE FLY TRAP 8.99
VIRTUAL REALITY VOL1 (MIDWINTER, STUNT CAR RACER, INT SOCCER CHALLENGE, CARRIER COMMAND, STARGLIDER 2) 19.99
VIRTUAL WORLDS (TOTAL ECLIPSE, DRILLER, CASTLE MASTER, THE CRYPT) 19.49
VIRUS 3.99
VIZ 13.99
WAR ZONE 13.99
WARHEAD 6.99
WARLORDS (1 MEG) 16.99
WHEELS OF FIRE (HARD DRIVIN, POWERDRIFT, CHASE H.Q, TURBO OUTRUN) 6.99
WHITE SHARKS 16.99
WINGS (1 MEG) (CINEMAWARE) 10.99
WONDERLAND (1 MEG) 19.49
WORDWORTH (W/PRO) (1 MEG) 79.99
WORKBENCH 1.3 ....15.99
WRATH OF THE DEMON 19.49
WRECKERS 16.49
XENOMORPH 8.49
XENON 2, MEGABLAST 5.99
ZAK MAKRAKEN 7.99



COMPETITION PRO 5000 WHITE
6.99



COMPETITION PRO EXTRA COMBAT WITH AUTOFIRE AND SLOW MOTION
7.99



COMPETITION PRO EXTRA JOYSTICK (CLEAR BASE) WITH AUTOFIRE AND SLOW MOTION
13.49



COMPETITION PRO STAR EXTRA
12.99



QUICKJOY JET FIGHTER
13.99



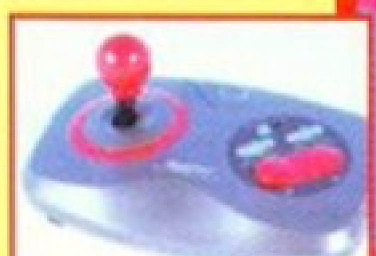
QUICKSHOT111A TURBO 2
8.99



STARFIGHTER REMOTE WITH TWO INFRA-RED JOYPADS
29.99



QUICKSHOT130F PYTHON
9.99



QUICKSHOT138F MAVERICK 1
12.99



STINGRAY HANDHELD JOYSTICK
13.99



TOP STAR
19.99

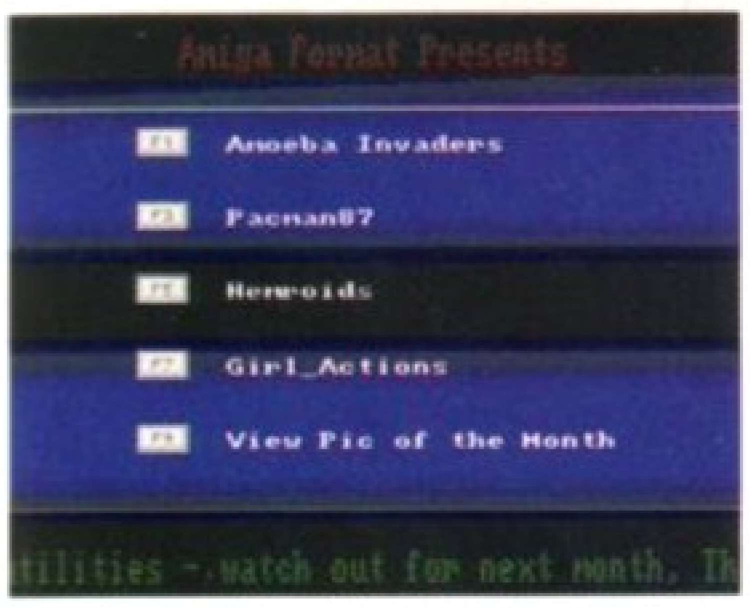


TURBO JOYPAD
14.99

TURBO BLASTER JOYSTICK 9.99
FOUR PLAYER AMIGA/ATARI ST JOYSTICK ADAPTOR (FOR KICK OFF 2, LEATHERNECKS, GAUNTLET 2 AND TV SPORTS BASKETBALL) 7.99

CoverDisk

This month we've taken a step back in time to bring you all your favourite old arcade games. These pages will show you what to do... have fun!



The Menu Master program (by Mark Everingham) easily allows lots of programs to be run from the same disk.

Getting started

If you've never ever used a disk in your whole life, then you'll find this one particularly simple to use. Just turn on your computer, put the disk into the internal disk drive (the right-hand drive for all you A1500 owners) and then just wait for the menu to load.

Once the menu has appeared on the screen, all you have to do is press the relevant function key (they are marked F1 through to F10 on the keyboard) to choose which option you want. Alternatively, use the mouse to move the arrow onto the on-screen function keys and click with the left mouse button.

While a program is loading, the menu will disappear temporarily, only to return in a few seconds. Don't make any further selections – you'll only confuse the computer. Just be patient. Then when you leave a program, the menu will simply reappear once more.

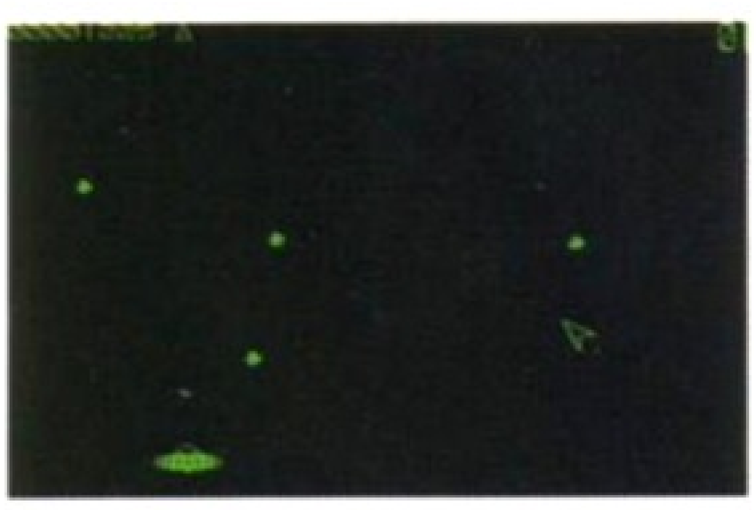
Hemroids

James Parsisson
PAL/NTSC

Asteroids was the first popular game to feature vector graphics – nice and simple outlined graphics that could be rotated and rescaled very quickly. The plot is extremely simple – all you have to do is shoot all the asteroids and any alien spaceships that appear in order to survive and get on to the next level.

The original game used buttons rather than a joystick, because it had so many controls – but *Hemroids* is played entirely with a joystick. If you want to try it out, simply press the F5 key. *Hemroids* loads quickly and all the information is contained in one fairly small file: a much different approach to *Pacman87*.

Beware the aliens – they are much tougher than the asteroids and so require several hits before they will eventually die. When you want to leave the game, simply click the left mouse button and you'll go straight back to the main menu.



Pacman87

Steve Jacobs and Jim Boyd
PAL/NTSC

Pacman87 is an updated version of *Pacman,* with more variations in the maze and traps to avoid. If you want, you can leave the maze and go on to the others – although this is inadvisable as they gradually get more difficult. The game also saves out the high-score table, so if you're good at it, you must write enable the disk (move the tab so that there's no hole showing).

To load, press F3 on the keyboard (or click on it with the left mouse button). It isn't fast at loading – it takes a minute to get going. If you've only 512K of memory, you should disconnect all external disk drives before you turn your machine on, as the game is very memory intensive. To leave just click on the exit option with the mouse.





Pic of the Month

Luciano Spinosi
PAL/NTSC

Lucky Luciano has a copy of *Imagine,* the successor to the *Turbo Silver* ray-tracing program. The only problem is that he doesn't have an accelerator – so his A500 took over 40 hours to create the picture! To view it, simply press the F9 key from the menu. The picture will load slowly – it occupies 126K of the disk. To return to the menu, press the left mouse button. Can you do better? We accept all Amiga art entries. Send yours in to:

Pic of the Month, Amiga Format,
30 Monmouth St, Bath BA1 2BW.



Amoeba Invaders

Chris Halsall and Ewan Edwards: PAL/NTSC

Yes, the game that started it all is now in your possession. Space Invaders introduced many elements of modern video games – coordination, reflexes, imagination and shooting lots of aliens. It was created by the Taito corporation in the late Seventies and was a smash hit the world over.

The only real difference between this and the original is that the aliens stay the same colour as they move down towards your base – the original used pieces of coloured film attached to the screen.

To load the game, simply press the F1 key from the menu. You will notice a slight pause as the game loads. Don't hit any other keys, just wait for about 30 seconds and the game will then be there. To return to the menu, click on the exit option with the left mouse button.

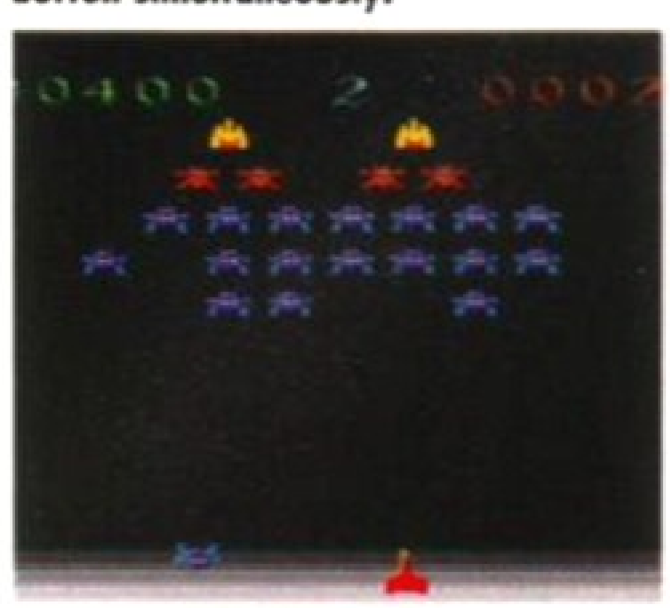
Girl Actions

Andrew Hirst: PAL only

It's *Galaxians: Space Invaders* with randomly moving aliens, for just that extra bit of challenge. To make it even more difficult there are no shields to hide behind.

American (and other NTSC users) please note: *Girl Actions* will not run on your machines. Unfortunately, it steps outside normal programming boundaries and crashes your computer if you attempt to run it

Right, if you have a European PAL Amiga, hit the F7 key from the menu to load the game. To leave the game, you have to press the fire-button and the right mouse button simultaneously.

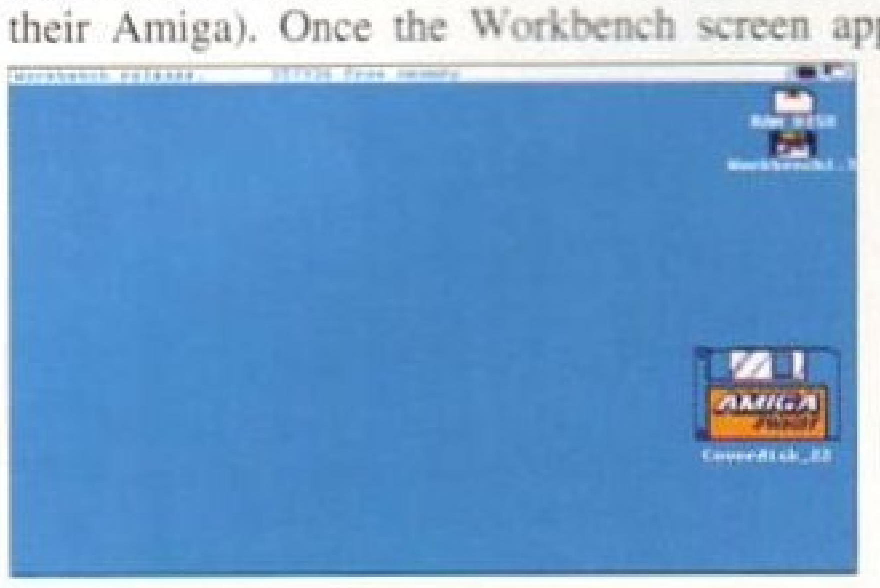


Using Your Coverdisk

1. Always write-protect your disk. Move the tab so a hole is showing.
2. Copy the Coverdisk and use the copy, not the original. This may sound like a complicated task suitable only for techno buffs, but it's surprisingly simple to do, just follow the simple instructions for copying the disk which are given below.
3. Read the instructions when using the programs.

Backing up your Disk

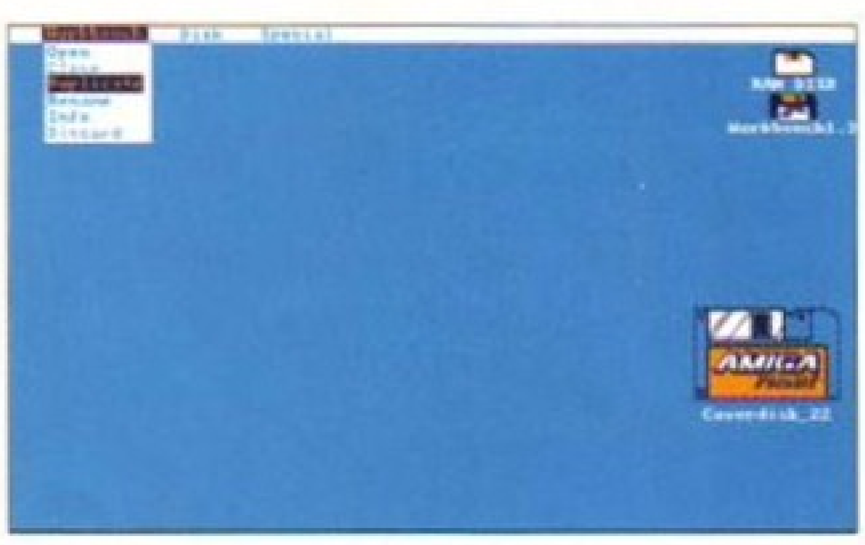
First turn on your machine and load Workbench (one of the disks everyone gets with their Amiga). Once the Workbench screen appears and the drive light goes out, remove your Workbench disk and insert the Coverdisk. Once the drive light has gone out your screen should look like this screen.



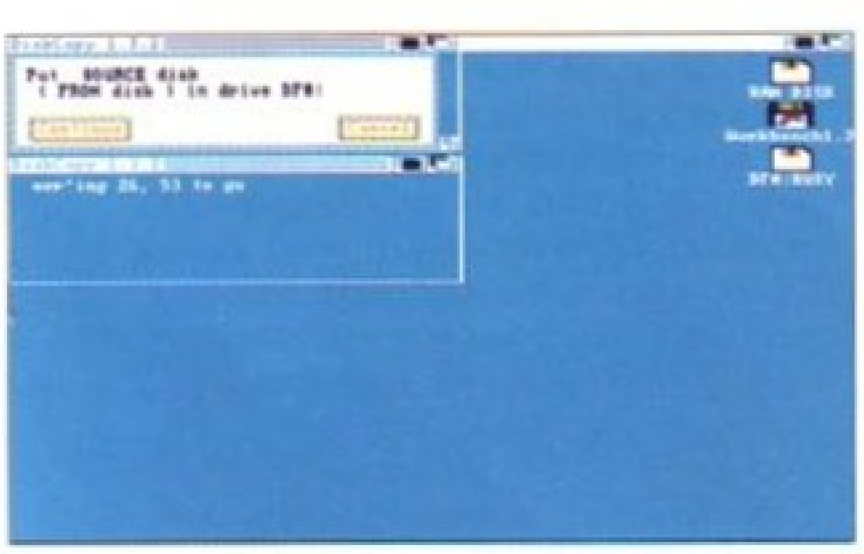
1

Next, move the mouse pointer to the Coverdisk icon and click once with the left mouse button – the icon will highlight. Press the right mouse button and keep it down. The words 'Workbench', 'Disk' and 'Special' will appear at the top left of the screen. Move the pointer to the word 'Workbench', and a menu will drop down. Select the 'Duplicate' option: you should have got this far.

2



The computer will ask you to insert the Workbench disk again – it needs to read the command to copy disks. After you've done this, a boxed message (a requester box) will appear, asking you to insert the source disk. Insert the Coverdisk once again and click on the 'OK' option with the left mouse button.



3

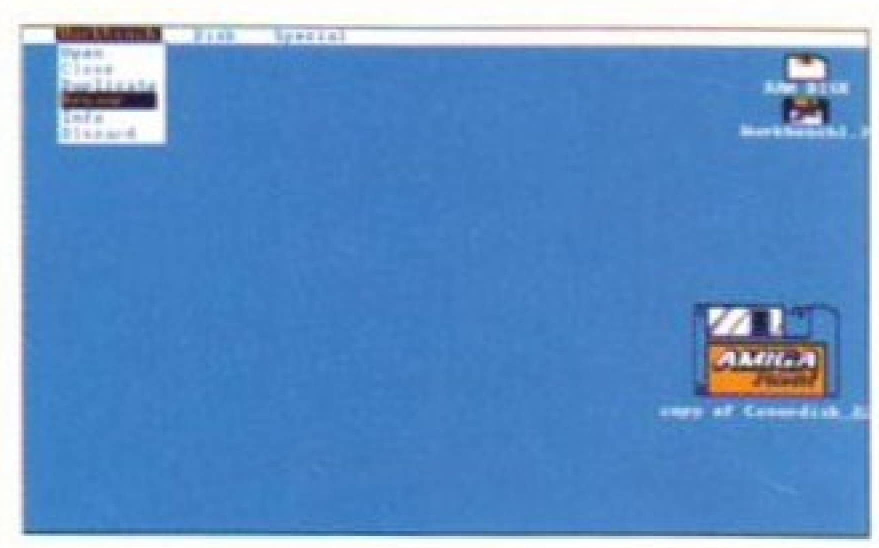
After the computer has read part of the Coverdisk, it will once again display a requester box asking for the destination disk to be put into df0:. Put the disk that you want the Coverdisk copied to in the drive. This procedure of swapping disks will continue until all of the disk has been duplicated.



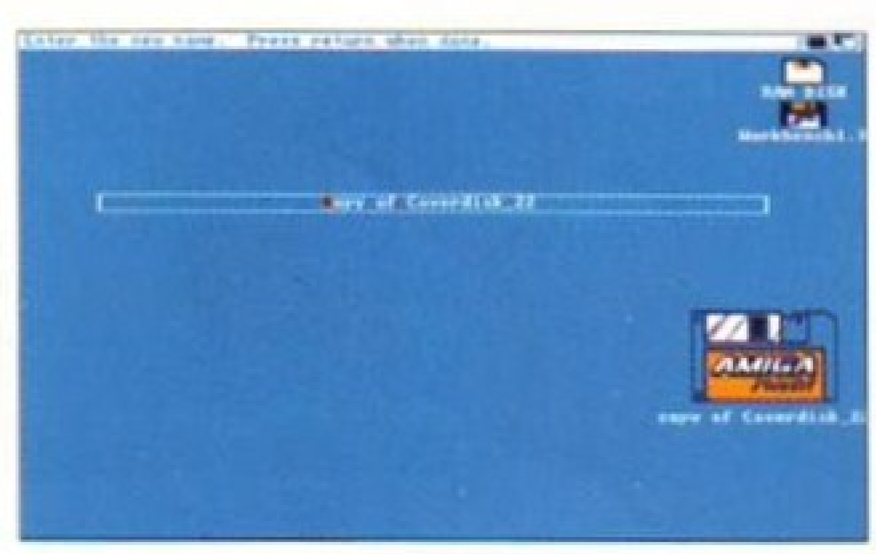
4

Eventually, you will end up with two Coverdisk icons, one has the name 'Copy of Coverdisk 27'. Click once on this with the left mouse button to highlight it. Bring down the 'Workbench' menu again (by holding down the right mouse button and moving the mouse pointer to the top left) but this time select 'Rename' from the menu. Let go of the right mouse button to select the Rename option.

5



The name of the disk will appear in an elongated box – you don't need to insert Workbench again because the Rename command is built into the machine. Press the 'Del' key (which is next to the 'Help' key) to remove the 'Copy of' part, and press the Return key to make the computer put the new name to copy.



6

Disk not working?

We duplicate over 180,000 disks every month. Out of all those, obviously a few will be faulty. If the disk or any of the programs will not load or run properly, there may be a problem. Don't panic!

First try using the *DiskDoctor* utility on your Workbench disk to rescue it before sending it off for a replacement. In-full details of *DiskDoctor* can be found in the user's manual that came with your machine.

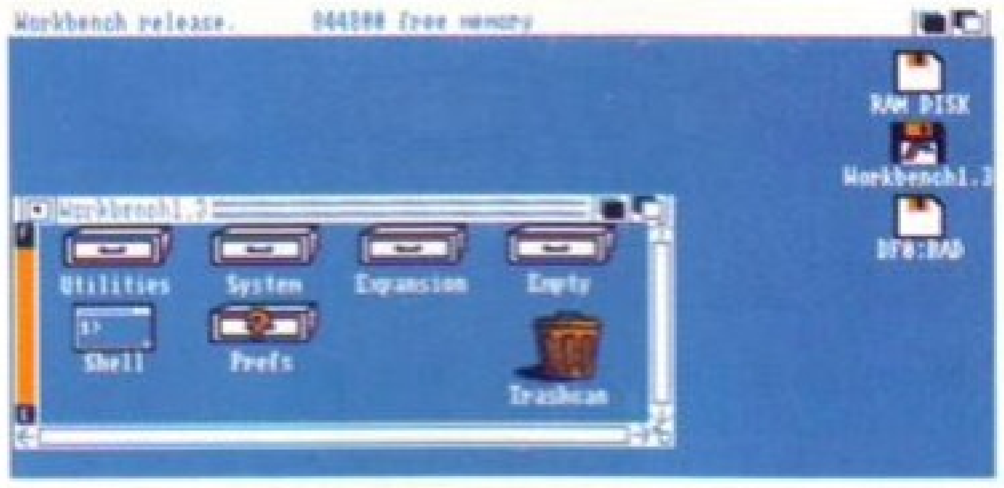
However, if your Coverdisk is faulty, you should send it back INCLUDING AN SAE for a free replacement within a month of the cover date to:

Amiga Format October Disk
Disk Copy Labs
Unit A, Westmarch
London Road
Daventry
Northants
NN11 4SA

Remember to include that stamped, addressed envelope!

The easy Way

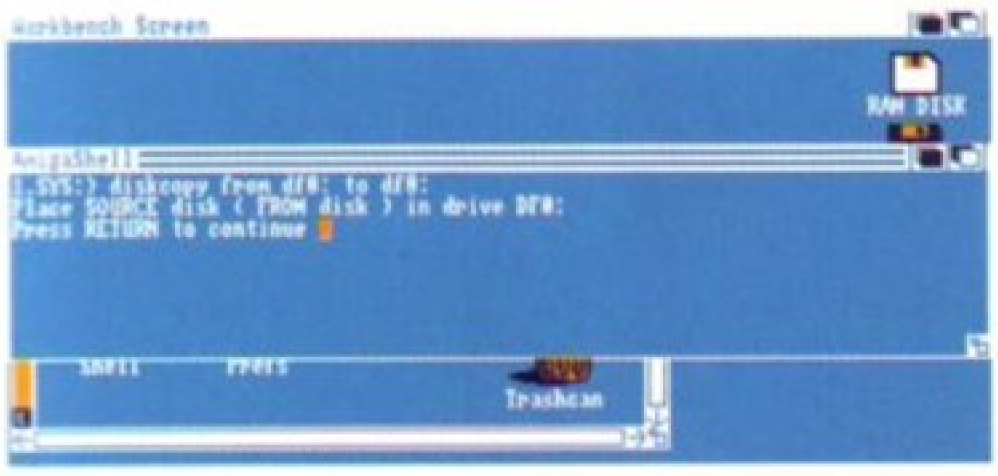
There is another way to back up your disk, but because it involves using the typed-in instructions of the CLI or Shell, a lot of people are wary of it. Don't be! simply follow this step-by-step guide and you can't go wrong!



1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.



2 When the Shell window appears and the drive light is out, type in:
`Diskcopy from DF0: to DF0:`
and press the Return key.



3. The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



4. Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the "Destination" disk. Put the disk you want to copy your Coverdisk onto in the drive and press the Return key. Note that the disk does not need to be formatted already.



5. Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in:
`endcli`
to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!

DISK PROBLEMS?

If you have a problem with the disk – and you're sure the disk is in full working order – then you may need a little help. If you ring us on any Tuesday, and ask to speak to Pat McDonald, he will do his best to help you. Please understand, giving this sort of advice is time-consuming and we are very busy people, so only call if you really have to and do be considerate if we can't talk to you just then. If the problem is particularly complex it is better to send it to us in written detail. It will then be dealt with in the Workbench pages of the magazine.

BE CAREFUL!

We have done our best to check that the programs on the Amiga Format Coverdisk are simple to use and have no known viruses. We cannot usually answer complex telephone queries on the software (see the Disk Problems? box) and we do not accept liability for any consequences of using the numerous programs that are on the disk.

COPYRIGHT

Unless it is specifically stated, the programs on the Coverdisk are not in the public domain and the copyright remains with the author of the program.

Because some of the programs on the coverdisk are not PD, selling or distributing them without the author's specific permission is against the laws of copyright.

Earn up to £1000

Name ....
....

Address ....
....
....
....
....

Telephone *(Daytime)*..
(Evenings)..

My program name is ....
....

Approximate total size of files in k.......(we cannot use grams larger than 200K; shorter submissions, under 100K, stand the best chance of publication). It is a:

- ☐ Game
- ☐ Business utility
- ☐ Music program
- ☐ Novelty
- ☐ Technical tool
- ☐ Art program
- ☐ Educational
- ☐ Other

Brief description..
....
....

Checklist **(please tick):**

- ☐ Stamped-addressed envelope for return
- ☐ README.DOC explanation file on disk
- ☐ Printout of README.DOC file (if possible)
- ☐ Name, address, machine type written on label
- ☐ Disk certified virus free

IMPORTANT **Please sign this declaration:**

This program is submitted for publication by *Amiga Format*. It is wholly my own work and I agree to indemnify Future Publishing against any possible legal action should copyright problems arise.

Signed ....
....

Date..

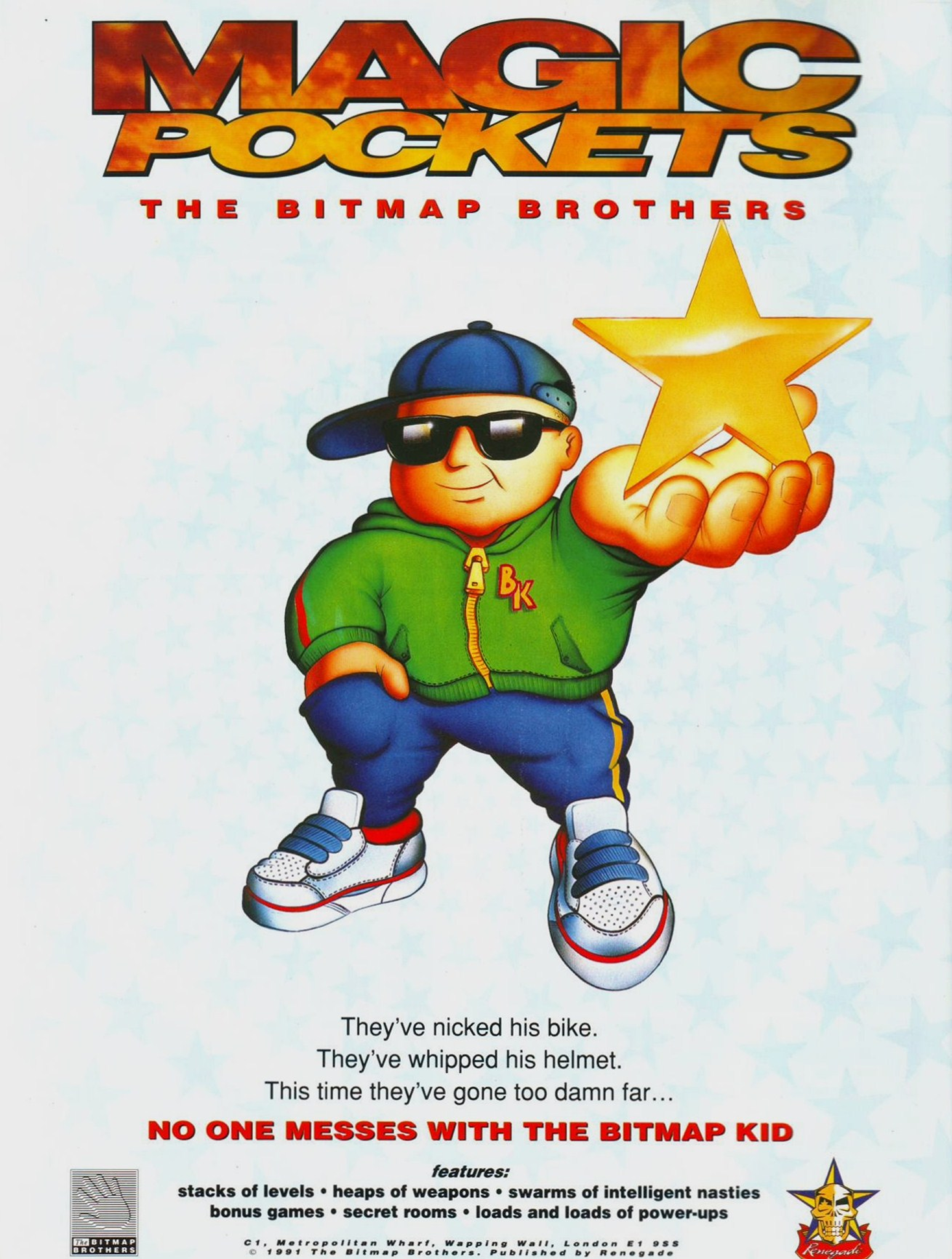
WE WANT YOUR PROGRAM!

If you've got any programs which you think other readers would find useful, interesting or amusing, we'd very much like to know about them.

1. Make sure your program is simple and fool-proof to use. Test it for all those bugs which you are sure you fixed: there are always more.

2. Create a file called README.DOC on the disk which explains exactly how to use your program. Try to make it humorous and informative – a good README.DOC gives a program a better chance of going in.

3. Fill in this form, sign it, and send it, with your disk (and a printout of the README.DOC file if possible), to: Coverdisk Software, Amiga Format, 30 Monmouth Street, BATH BA1 2AP. You could win a share of up to £1,000 in prize money.


MAGIC POCKETS
THE BITMAP BROTHERS
BK
They've nicked his bike.
They've whipped his helmet.
This time they've gone too damn far...
NO ONE MESSES WITH THE BITMAP KID
features:
stacks of levels • heaps of weapons • swarms of intelligent nasties
bonus games • secret rooms • loads and loads of power-ups
The BITMAP BROTHERS
C1, Metropolitan Wharf, Wapping Wall, London E1 9SS
© 1991 The Bitmap Brothers. Published by Renegade
Renegade

"Why is it none of the really old games I used to spend hours playing, like the great Space Invaders and Defender, are available now that I've got myself a sexy, top-of-the-range games computer? Even if they had been done for the Amiga, though, they would probably be de-listed, priced around £25, or be in the public domain where I'd never ever see them, and if I did get they probably wouldn't work, or just be really duff and thus shatter all my childhood illusions."...and so says **Trenton Webb.** Read on as he pops into an arcade down Memory Lane.

Down at the Arcade?

ONCE YOU BEGIN to regard classic coin-ops as the black-and-white movies of computing then you find the similarities are striking. Both *Pong* and the *Jazz Singer* marked the dawning of an era: both were technological firsts, though no-one in their right mind would deliberately see/play either one of them again? *Space Invaders* can be viewed, cinematically speaking, as *King Kong*. The film/game that once shook the world may now look dated effects-wise, but they still provide quality entertainment.

Take the analogy forward further and *Defender* becomes the *Wizard of Oz*. Neither of them were the first to use colour, but the images that they created were so potent they still linger in popular culture today. The yellow brick road and smart bombs are universally accepted concepts. Just like old movies, many of these old classics, or at least 'remakes', are available to view at home, each packed with at least twice the average adult daily dose of gameplay!

Blockbuster new releases are all well and good – they are what Hollywood is all about – but few cut it as videos. How often have you stood in a video shop faced by hundreds of shiny new titles, felt uninspired and chosen an old faithful that you'd been meaning to watch again for years?

Why should folks want to play old arcade games, though, when there's class acts like *Cruise for a Corpse*, *Magic Pockets* amongst others are doing the rounds? But the old stuff doesn't have either the colours or the sound to make it in the modern world. Surely, even at their best, all they can offer is a slavish copy of an old idea?

All that the first arcade classics really had to offer was playability. Yet even being 'hampered' by two-colour graphics, *Space Invaders* still achieved legendary status. It wasn't the display, though, but the finely balanced mechanics that had you leaning in the seat to avoid incoming fire. They were pure games that packed an addictive punch which few of the modern machines could even contemplate.

Jeff Minter's *Llamatron*, is an ideal case in point. It scored 89 per cent last month (*AF*26) – and was only held back from a Format Gold status by a few glitches in the two-player system. It compares favourably with *Jimmy White's Snooker and Mega-lo-Mania* (last month's Format Gold winners) but it is a totally different proposition. It's one for danger junkies, folks who like to put their llama on the line in a test of synaptic speed. Sure it lacked graphic complexity, but once played, it's never forgotten. "It is possible to resurrect an old game design," explains Jeff Minter, "just take hold of the underlying designs and beef them up!"

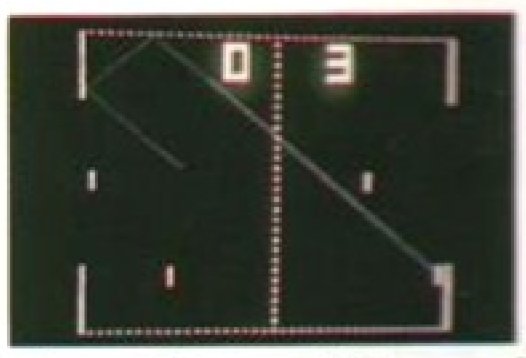
***Llamatron* was designed** around the ancient coin-op *Robotron*. Its USP (marketing gibberish for Unique Selling Point) was that you could fire in one direction whilst moving in another. *Robotron* was also unpredictable in a predictable kind of way! There were always the same number of enemies on each level, the same number of folks to save and everything ran to a constant set of rules. Player reactions were the only variable in this gameplay equation, the butterfly's wing that threw each level into chaos. Different actions yielded totally different results. Each enemy had to be recognised and its threat analysed, then the anarchy could be farmed to yield maximum points with the least loss of life.

Jeff Minter's Shareware classic (*Llamatron* only costs a fiver!) is a joy to play, to watch or even just listen to. Despite the game's age (in real terms it's about nine-years-old) it feels fresh and flexible, ready to throw out unexpected tricks just when you thought you were home free. The basic premise is understood instinctively in the first 20 seconds, so it's





Starved of the real home entertainment systems, early Britons, it is rumoured, once used this box to conjure arcade-style graphics up on their own TV! It may seem a million miles away from the Amiga but only 10 years separate the systems! Would you have read *Binatone Format?*



PONG

A slightly pointless tennis simulation of sorts. Graphically limited to black-and-white lines, it broke the computing news to an entire generation. Played by twisting a button that controlled how far up or down your screen the bat was, all you had to do was keep the ball from going past.

VERDICT ★

Arcade Availability – Very rare/extinct.
Best Free Version – *Battle Pong*, 17 Bit No.1056.
Best Budget Version – Buying the entire Binatone Kit from a car boot sale!
Best Full Price – None available.
Future Variants – None planned.

instantly accessible to anyone who knows which way up to waggle a 'stick.

As a 'pure' game, *Llamatron* could only exist on silicon. The basic graphics are soon forgotten because they are merely representative of a deeper, more complex, gameplay equation. It's quality arcade entertainment, that doesn't force you to shovel heaps of cash into a machine just time, effort and thought. It has to hook you hard enough in a single game to instill the 'bop til ya drop' mentality that's the soul of a good arcade.

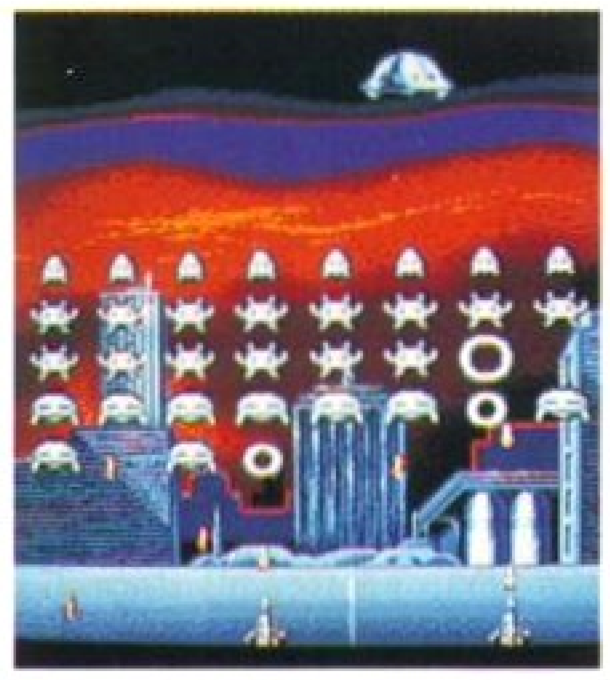
In a wor!d stuffed solid with new titles, each with more glossier effects than the last it's easy to get distracted from the main reason for playing games: fun. For fun in the arcade context read exciting, and the excitement is provided by means of a test. The test continues to apply pressure until a player's skill is overwhelmed in a hail of alien bullets. Reaction speed, logical thought, hand-eye coordination, coolness under fire, memory, time-conservation and instinctive guesswork all count in the fight to save the earth, again, for the fourteenth time tonight!

Modern computer games stress players out in exactly the same fashion as the old arcades, yet their very subtlety and technical sophistication sew the seeds of unfavourable comparison. *Populous* may be a better game than *Pac-Man*, but which is more fun for a quick mindless 10 minutes? *Railroad Tycoon* may have a longer game life than *Galaxians*, but with *Galaxians* play doesn't entail four hours of reading material before you start. In fact, the lack of iconised sophistication that non-arcaders have become so used to, is very much part of the allure. These are naked games, all the strings are obvious, even if what happens when you pull them isn't.

The old classics can stand on their own merits – even today – but a brief analysis of their historical importance underlines their pulling power. If you were there you'll know why. If you weren't, well it might help explain why old wagglers wax lyrical about a whole bunch of games with crap graphics and duff sound. The dates are not important, its the impact they had and the rules they established or broke that counted.

***Pong* was the ground breaker**. Pinball and the fruit machines firmly ruled the roost, but they were electronic, not video games. *Pong* was purely computerised. So what if it was monochrome, the court was a square and your bat little more than a line; a new concept had thus been invented. No joysticks here, just a simple rotating knob that moved the bat up and down the screen. It was very limited, in fact it was pointless and time for the pinball machines to look to their laurels. A beach head, however, had been established: the invasion was about to begin

The first mass assault was led by Taito's *Space Invaders* – and the crowd went wild. A limited game of sneak, seek and shoot Invaders was simple in concept. Avoid the bullets and blast the bomb-dropping aliens before they march to the bottom of the screen. But there was more, much more.



SPACE INVADERS

Stop the wave of aliens from reaching the bottom of the screen. Like a typewriter in reverse, every time the wave reaches the side it drops a line. You sit behind shields and blow the intruders away. Method is essential and there's a points bonus hidden in the ship that crosses occasionally. Great noise, limited graphics but it was the first biggie!

VERDICT ★★

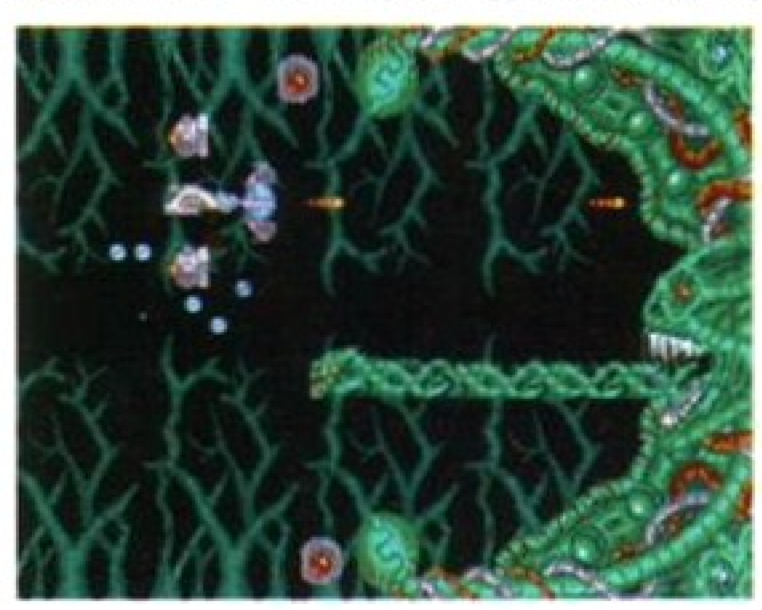
Arcade Availability - Original very rare. Later variants are common.
Best Free Version - *Amiga Format* Coverdisk 27.
Best Budget Version - None available.
Best Full Price - None available.
Future Variants - *Space Invaders '91* - Available from Domark this Christmas.

SCRAMBLE

Swooping across the screen, you must shoot the enemy ships and bomb their bases. You are dragged through a horizontally-scrolling world with the ability to alter both height and distance forward. The first true shoot-em-up. Very basic graphics, but it's a hard little game. It introduced the idea of regular waves of aliens in predictable formations. Very Japanese, the first but far from the best.

VERDICT ★

Arcade Availability - Very rare.
Best Free Version - None available.



Best Budget Version - *X-out*, Hit Squad £3.99.
Best Full Price - *R-Type II*, Activision £25.99.
Future Variants - Necronom, Linel - Available Winter 1991.

GALAXIANS

Space Invaders played naked (with no shields!) this baby was all about waiting for the alien wave to break up and swoop down before you shoot them - they're worth more points then. Also called for shooting on the move. Excellent stuff, that still gets the pulse up and the swear words flowing. Infuriatingly there's no end, just infinite waves, like Space Invaders.

VERDICT ★★★



Arcade Availability - Originals are quite rare, clones are uncommon.
Best Free Version - *Girl Actions*, one of the games on this month's arcade classic Coverdisk.
Best Budget Version - None available.
Best Full Price - None available.
Future Variants - *Megapheonix*, Dinamics, available in a matter of weeks.

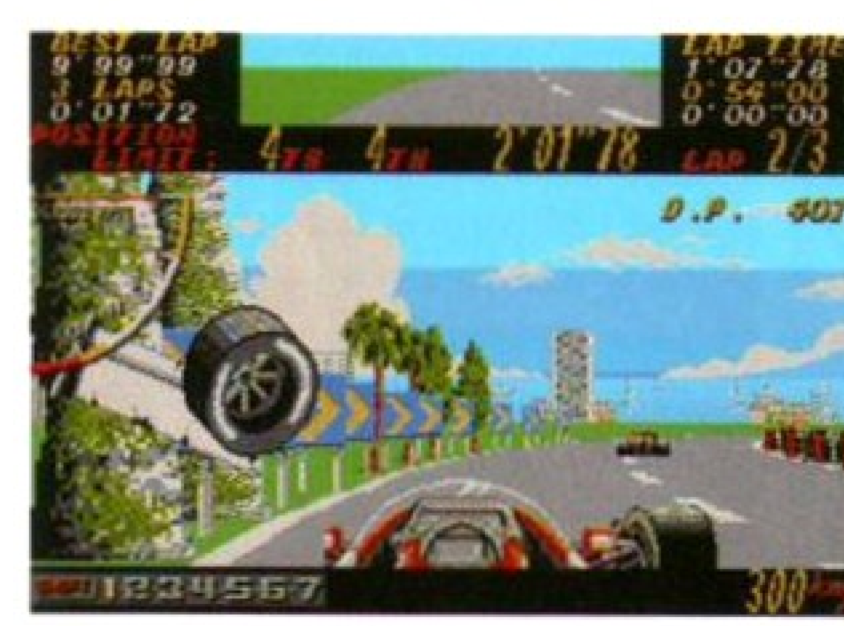
Space Invaders introduced the idea of the secret bonus in the form of a command spaceship, which flew across the screen at apparently random intervals. Certain combinations of shots would yield higher scores for the boss ship, and as the game continued until you died, score was all important. The problem with pinball was you couldn't prove whose high scores were who's. *Space Invaders* let you put your name on the table, alongside your total. With one single stroke two classic conventions were established that are still rigidly adhered to today.

Space Invaders brought colour and noise to the war. Sure there were only two colours on the first machines, but it was one more than Pong. Similarly the Invaders used an array of peculiar chip-based blips that sounded nothing like aliens, just wonderfully weird.

The mould had been broken. All of a sudden, as if by magic, a horde of new coin-ops hit the streets. Some took the *Space Invaders* motif further, *Galaxians* being the prime example. This took the top-of-the-screen aliens, added some swooping nasties and took away the shields. It wasn't all up-the-screen, alien-killing, though. All manner of crazier ideas were suddenly acceptable.

Asteroids took space pilots to a vector-traced space place, filled with plenty of debris and flying saucers that were easily-irritated . It introduced the concept of spin and shoot, *Space Duel* – a head-to-head *Asteroids* – and *Lunar Lander* were two notable variants on that theme. These were touch games and you needed to fully grasp the artificial gravity of the situation.

***Tempest* kept the alien death** motif, but put the player at the end of a tunnel. You had to blast the nasties as they tried to climb towards you. It was fast, fast beyond belief and its weird vector-traced perspective forced whole new ways to thinking about arcade play. Programmer ZZJK, the man behind *Super Hang On*, *Power Drift* and the *Super Monaco*



ZZJK, arcade conversion expert who only takes on or plays coin-ops that provide "a challenge".

GP conversion comments on *Tempest:* "I liked it because it was the first time that colour vectors were used. Vectors don't look like TV pictures, while raster display games always do. The earlier vector games all looked like an oscilloscope gone wrong, but *Tempest* looked totally different".

Pac-Man introduced the action puzzle game to the world. The maze supplied the strategy, but as *Pac-Man* couldn't shoot his enemies he had to hide and beat them with skill, not brute force. Pac brought us another



AMIGA
1500
Personal Home
Computer

gameplay gem though: enemies with character. The four ghosts all had distinctive personalities and clever players could manipulate them to benefit that points score.

Scramble gave the world the concept of horizontally-scrolling shoot-em-ups. Primitive yes, but definitely still a toughy. Bombing space stations and shooting ships out of their way made it a waggler's dream. It also saw the emergence of the 'wave theory' of aliens where positional triggers were placed within the game causing the same predictable formations to emerge at specific points. These could be learned and so they tested memory as well as joystick control.



Defender, the Amiga conversion: crap graphics and stunning gameplay. Save the purple peeps!

The biggie of all biggies, though, was *Defender*. Still reckoned by many to be the best arcade game ever created, it had a crazy speed-based edge. Flashing across a dark screen the small ship was forced to save stranded people and blast ever-larger swarms of aliens. There were no waves, just zones to clear. But, and this is a big but, it also had smart bombs, life-saving little beauts that could wipe out everything on screen. They've now become standard fare – *Silkworm* uses them for instance – but nothing will erase the fond memories of the first time you hit the button and all manner of monsters melted into pure points. *Defender* had a scanner too, its dual screen style adding that extra touch of strategy to the mayhem.



Jeff Minter: *Llamatron* coder, William's coin-op *aficionado*, goat farmer and *Stargate* supporter.

Ace games guru Jeff Minter explains, "*Defender* was a test of control and it was unpredictable: this provided the challenge. You had to calculate safe routes and continually be aware of what was happening. All the recent machines have been the same, scroll through a level picking up the power-ups until you reach the end of the level. It's a successful formula and they've stuck to it. But they're

Continued on Page 27

TEMPEST



A weird tunnel blast, where you sit at the top shooting at the rising foes. A stunner of a coin-op, it rivalled Defender at the time of release for the top coin-op slot because it's so smart that it starred in the zombie flick, *Night of the Comet* and Bob Wade (ex-*AF* head honcho) actually bought a machine for home use!

VERDICT ★★★★★
Arcade Availability – Very rare/extinct.
Best Free Version – None available.
Best Budget Version – None available.
Best Full Price – ST Version available, but no Amiga!
Future Variants – None planned.

PAC-MAN



A monsters and maze game where you dodge the nasties and collect points pills. Power Pill bonuses allow you to temporarily attack the four villainous ghosts. Requires quick thinking and fast improvisation. The form was so successful that it launched a whole host of imitators

How to beat the Invaders, blast the

AMOEBA INVADERS



Once you've reached the title screen you will be given these options: starting the game with the preset joystick controls, setting your own keyboard control choice or exiting the game. These have to be chosen by mouse. Pressing fire will also take you straight into the game.

The evil off-worlders will march down the screen, walking from left to right, descending by one line every time they touch the side. Your mission is to kill all the Invaders in each wave before they reach the planet's surface. You can move your ship from left to right with the joystick and fire upwards in an effort to stop them. Between you at the bottom and them at the top sit four yellow shields, which absorb some of the bombs that the Invaders drop. You can blast a hole through these shields to gain a clear shot if you wish, but these tactics will only hasten their decay.

If you kill an entire wave then your shields are restored and you face the next assault, which starts from a lower screen position. The result is inevitable, the Invaders will win, but you have to inflict maximum damage (and score the most points) in order to slow down their assault.

DISARMING AMOEBAS:

– You can slow the Invaders by killing the aliens from each side. As they descend only kill them when they reach the edge of the screen, the further they have to walk to get there, the more time you have.
– You can only have one shot in the air at any one time, so aim before shooting!
– As the wave is killed off, they will actually begin to move faster. This is most noticeable when there are only one or two left. Beware, they really do shift!
– The Boss command ships, which fly across the top of the screen are major points fodder and well worth going for. The points value varies, so if the right combination of shots-to-hits can be found then the command ship can be made to enter on your command! And for max points!

GIRL ACTIONS



Once you have loaded the game you are presented with a nice scrolly message and a picture of a pretty young lady – hence the rather punning title. By pressing the fire-button on the joystick you will be taken straight into the game so be ready to start the blasting!

The Invaders' brothers, the Girlactions (!) (pronounced Galaxians), are battling the armed forces of Earth in the skies. Being the smarter of the two siblings, these guys don't advance down the screen and have devised more complex movement patterns. Once again you are in a ship that sits at the bottom of the screen, able to move left and right with the joystick. Firing launches a missile up towards the Girlaction hordes. The ones that bounce from side to side are apparently no threat. They will, however, peel off suddenly and weave towards you dropping a shower of bombs as they go. When they complete their attack they loop from the bottom of the screen and reform at the top. You just have to avoid the bombs and blast the wave of invaders to Kingdom come. Clearing one wave ushers in another, with no breathing space.

The way the aliens break formation and come bombing is predictable and the art of the game is to anticipate their direction. This allows you to dodge their bombs and potentially crack a shot off at them. Kill as many as possible to help save the world, but eventually they will win!

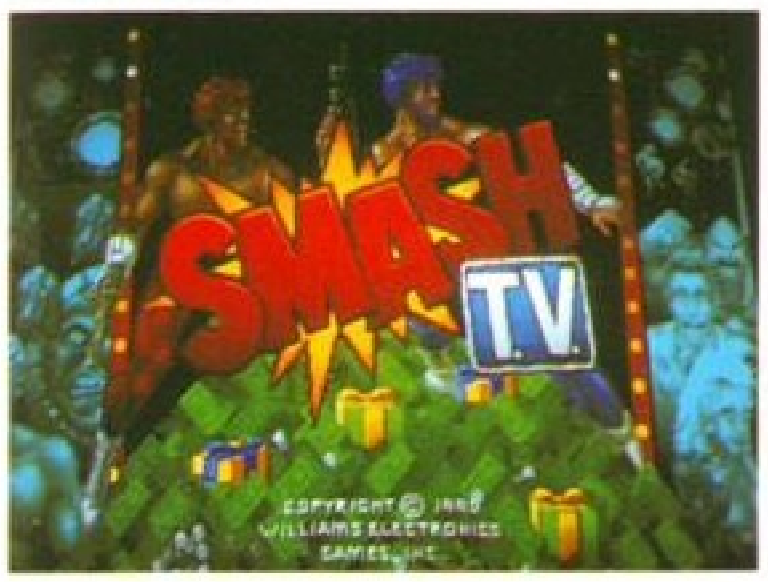
HOW TO GET ALL THE GIRLS:

– You can only have one shot in the air at once. The yellow tip of your ship shows when a rocket is ready, remember this and don't try shooting prematurely as it leads to disappointment and death!
– Remain stationary when they are not dive bombing and try to anticipate where the next threat will come from.
– Panic a lot.

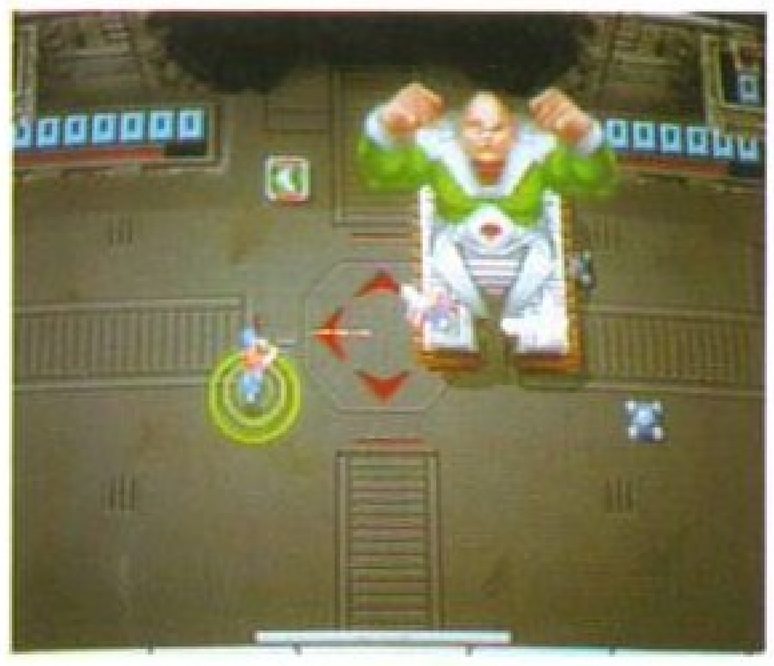
and official variants - *Pac-Mania, Pac-Land.*
VERDICT ★★★★
Arcade Availability - Original *Pac-Man* very rare, clones uncommon, *Pac-Land* common.
Best Free Version - *AF* Coverdisk 27.
Best Budget Version - Fast Food, Codemasters .
Best Full Price - None available.
Future Variants - None planned.

ASTEROIDS
Spin and shoot to clear the screen of the life-threatening debris. A game of planning, flying skill and accurate long-range shooting. Neat alien invaders nip on at odd moments to make life awkward. Simple line graphics make for clear and easily-read action.
VERDICT ★★★
Arcade Availability - Original *Asteroids* very rare. *Blasteroids* machines uncommon.
Best Free Version - *AF* Coverdisk 27.
Best Budget Version - *Blasteroids,* Kixx £7.99.
Best Full Price - None available.
Future Variants - None planned.

ROBOTRON

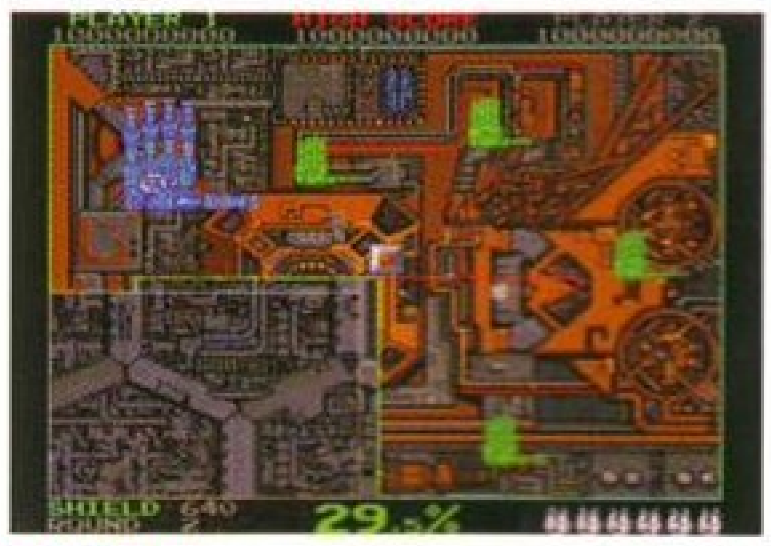


Scream around the screen using a weirdly effective two-joystick system, blasting behind you as you go. Rescue people from endless screens of mutants, robots and assorted nasties. High-paced instinctive action, that's peppered with surprises and secrets throughout. *Smash TV, Robotron 2,* is in the arcades now, it's no doubt the coin-op of the year!



VERDICT ★★★★★
Arcade Availability - *Robotron* very rare/extinct. Smash TV common.
Best Free Version - None available.
Best Budget Version - *Llamatron, Llamsoft* (Shareware £5).
Best Full Price - None available.
Future Variants - *Smash TV* will be released by Ocean this Christmas.

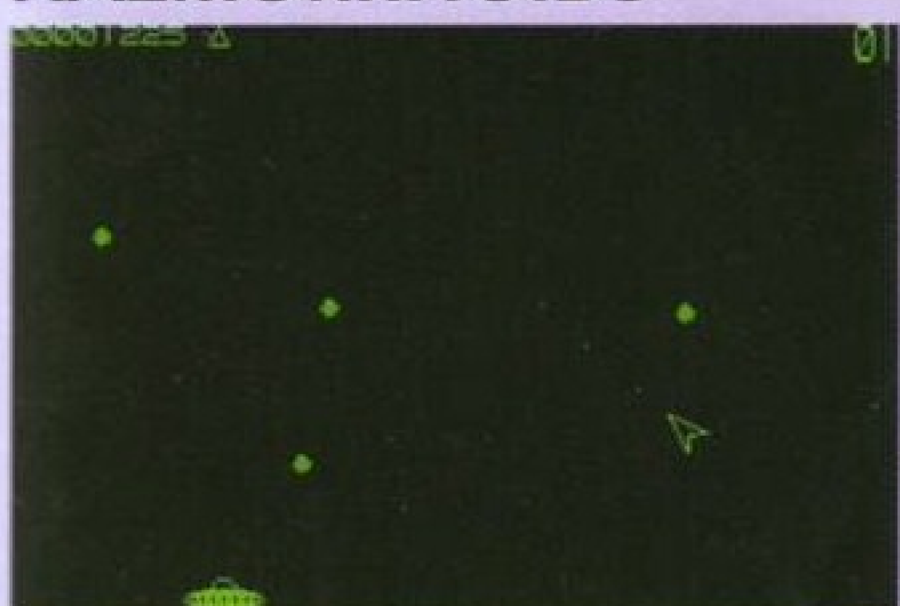
QIX
Isolate areas of the screen by dashing around laying a trail.



When the trail surrounds an area of the screen, that area is safe. Capture and kill monsters by trapping them with trails to progress. Fast, quick-thinking game, that can become slightly repetitive. The gameform has been revived recently in the form of Taito's *Volfied* (Left).
VERDICT ★★
Arcade Availability - *Qix* very rare. Volfied rare.
Best Free Version - *Trix,* 17 Bit, No 841.
Best Budget Version - None available
Best Full Price - None available.
Future Variants - *Volfied,* Empire. Release imminent.

asteroids and pack in the power pills!

HAEMORRHOIDS



Are you sitting comfortably? Right then I'll begin. After loading you're presented with the instructions and pressing fire starts the game. You find your ship in the middle of an asteroid field and have to blast a route to freedom.

To rotate the ship clockwise and anti-clockwise lean left and right on the stick. Pushing forward sets the thrusters off and you move in the direction the ship is pointing. Pressing fire launches asteroid-busting missiles. The only other control is hyperspace, called in by pulling back, which magics you away to a random area of the screen.

Shooting a large asteroid causes it to split into two smaller pieces. Shooting the smaller pieces causes them to split again. A further hit causes these small pieces to disappear. Obviously as the bullets start to fly and the asteroids collide, the screen rapidly becomes littered with small but deadly debris because if any of it hits the ship, you lose a life. If you manage to clear an entire screen of debris then it starts all over again with more debris to clear.

There are a few factors that make this game frustratingly excellent. First there are two alien ships who pop in to make life awkward by shooting at you and at the asteroids, creating some unexpected chaos. Secondly, and most confusing is the wrap-around screen. If you stray off the left-hand edge you'll appear at the corresponding point on the right edge. Go off the top and you enter at the bottom. The same also goes for bullets.

CURING HAEMORRHOIDS:
- Shooting the alien isn't always the best bet. They will clear a path for themselves and can help clear the space.
- Always use hyperspace when you are definitely going to die. It may get you out of trouble, but if you do die you're no worse off.
- After using hyperspace the ship is stationary, it's a handy emergency stop.

PAC-MAN '87

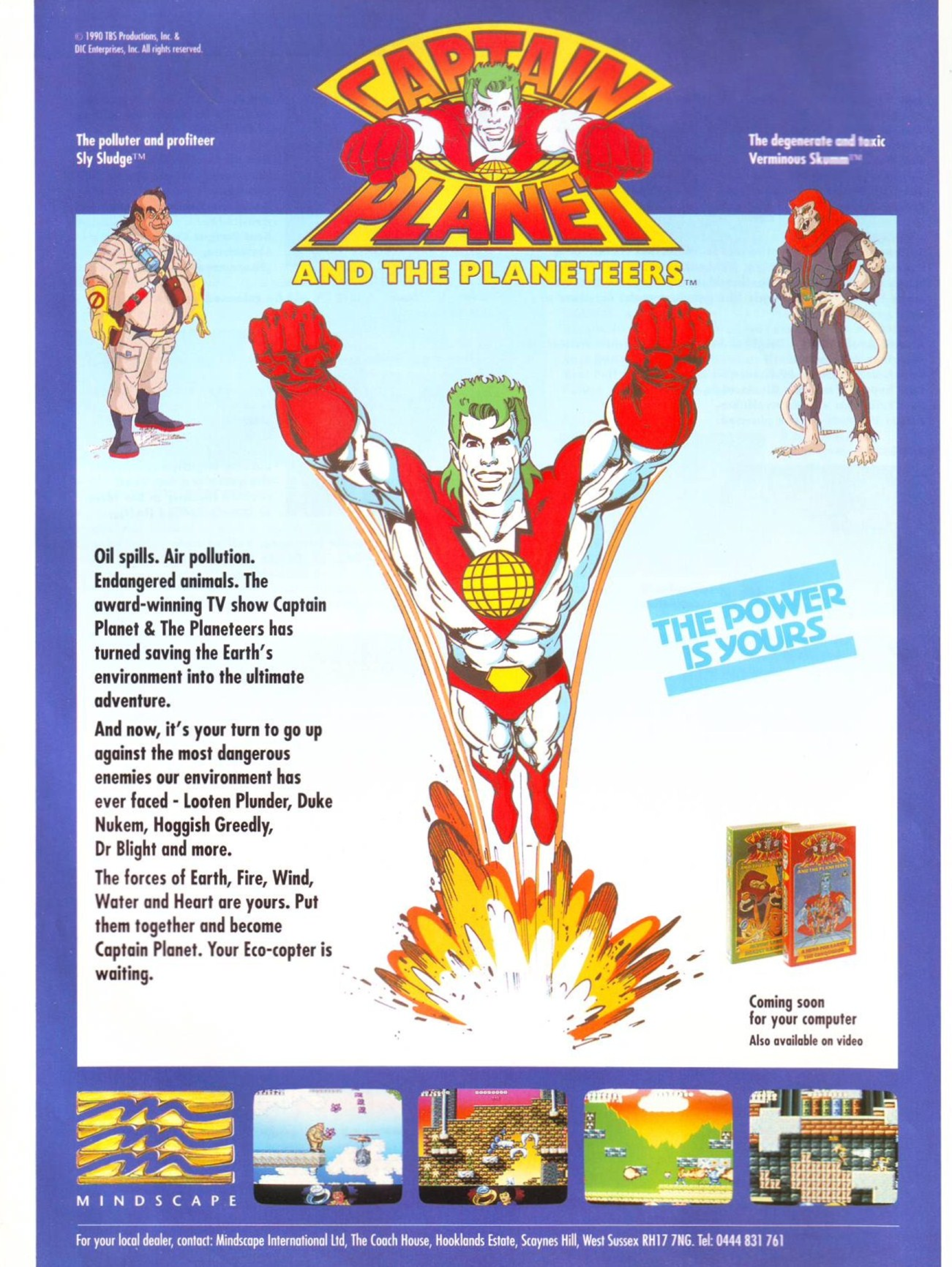


When you arrive in Pac-Land, pressing the firebutton will take you straight into the game. Pac will automatically start moving in the direction that he is facing and will stop when he bumps into a wall. To move Pac all you have to do is pull the stick in the desired direction when there is a viable path immediately adjacent.

The aim of the game is relatively simple: you have to collect all the points pills that you can from every part of the maze and try to remain alive. Patrolling the maze are four spooky ghosts who hunt Pac in their own peculiar little way. If they touch him then he's dead, so Pac must dodge his way around the maze collecting and avoiding. There are also square power pills which turn the ghosts temporarily blue. If Pac eats one of these and hits them before they turn fully white again, then he kills them and earns himself a major points bonus.

In this version there are some other twists on the Pac-Man theme. Firstly there are traps, normally fire-pits, spikes or electric fences. If Pac hits them at any time (even while on power pills) he'll die. There is also more than one room to the maze. To finish, all the pills from all of the rooms must have been eaten. Exits to another part of the maze are grey squares with arrows.

PAC-ING IN THE POINTS:
- Try to attract the ghosts to Pac before getting a power pill because the points go in 250, 500, 750 and 1,000 values if you manage to capture more than one ghost with a single pill.
- Don't keep pressing in one direction once Pac has set off, this makes redirecting him easier and lessens 'joystick elbow'.
- Once killed the ghosts run back to their central base and they can't come back out until the power pill wears off. This is the ideal time to get those tricky leftover points pills.


© 1990 TBS Productions, Inc. & DIC Enterprises, Inc. All rights reserved.
CAPTAIN PLANET
AND THE PLANETEERS™
The polluter and profiteer Sly Sludge™
The degenerate and toxic Verminous Skumm™
Oil spills. Air pollution. Endangered animals. The award-winning TV show Captain Planet & The Planeteers has turned saving the Earth's environment into the ultimate adventure.
And now, it's your turn to go up against the most dangerous enemies our environment has ever faced - Looten Plunder, Duke Nukem, Hoggish Greedly, Dr Blight and more.
The forces of Earth, Fire, Wind, Water and Heart are yours. Put them together and become Captain Planet. Your Eco-copter is waiting.
THE POWER IS YOURS
Coming soon for your computer
Also available on video
MINDSCAPE
For your local dealer, contact: Mindscape International Ltd, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel: 0444 831 761

predictable, you could take an industrial robot and program it to play through *R-Type*".

Defender had real style, real colour and amazing sounds. The folks at William's who created this much-copied monster knew something about atmosphere. Electronic screams echoed in the ether, laser blasts pierced the dark arcade din, well... you had to be there.

The **classic arcades** were pushing back the technological frontiers as much as the R360 and Virtuality are today. Yet for all the chip-based wizardry that's currently doing the rounds, the leaps have become progressively smaller. *Space Invaders* virtually established arcade video games single-handed, yet it merely had two colours, spooky effects, a joystick and a fire-button to hold it all together. *Afterburner* and *Out Run* had hydraulic cabinets, *Op Wolf* had guns and *Ninja Warriors* sported two screens, but despite this kit none of them make the really-classic grade. "Take Space Harrier," goes Jon Hare of Sensible Software "When I sat on the machine and played it I thought it was quite good. But when you played the computer conversion you realised how little there was to it. It was an embarrassment of a game!"

Limited by the technology of the time games had to be good, in fact better than good if they were to beat off the established rivals of pinball and the slots. These strict restraints ensured that games didn't just look good but really dug their hooks in hard during those first few seconds of play.

As to what made them so addictive, well it was simply the playability. You had the opportunity to play instantly. Free of superfluous graphic clutter, players could immediately see what was going down and cobble together a makeshift response. Further play, and the observation of others playing, allowed some secrets to be gleaned from the hail of bullets and bombs. Soon the high score motive. You were in for 10ps (yes, they used to cost that little) by the pound, for better or for worse!



A supercharged *Afterburner*? *G-Loc* is impressive high-tech hardware but what about gameplay?

Modern machines, while still totally enjoyable and feasts of custom hardware running at full whack, seem to have lost touch with this simplicity. Many are formula, following established patterns with better effects. *The Simpsons* machine looks and feels like the *Turtles*, there's no getting away from it. *G-Loc* looks and plays like a supercharged *Afterburner* with a neat panning effect thrown in when missiles lock. But the pure entertainment value of seeking out a game's secrets seems to have slipped down designers' lists of

SUPER SPRINT



This is the racing game. No fancy perspective or flashy graphics, just a plain overhead view of the entire course. Using rather duff steering wheels you had to guide the cars around the course first. Its multiple player set-up (maximum of four people) was its biggest selling point. The game has been refined and redone many times on the Amiga.

VERDICT ★★★★

Arcade Availability - Super Sprint uncommon. Clone common.
Best Free Version - *Cars*, Fish 336.
Best Budget Version - *Supercars*, GBH £7.99
Best Full Price - *Supercars II*, Gremlin £25.99. *Ironman Stewart's Off Road Racing*, Virgin £25.99.
Future Variants - *Super Sprint '90* (coin-op)

KUNG FU MASTER



Stand on a log and beat up someone! Winning takes you through to another round. A little guy in red pyjamas looks over you both and decides who's the winner. The first in a long line of arcade beat-em-ups. It doesn't scroll, that development came later on but it has all the moves you need for some tense, violent fun.

VERDICT ★

Arcade Availability - *Kung Fu Master* uncommon. Other beat-em-ups are very common.
Best Free Version - None available.
Best Budget Version - *IK+*, *Hit Squad* £7.99. *Full Contact*, Team 17 £10.99.
Best Full Price - Nothing special.
Future Variants - *Pit Fighter*, Domark, released Christmas.

TRACK AND FIELD

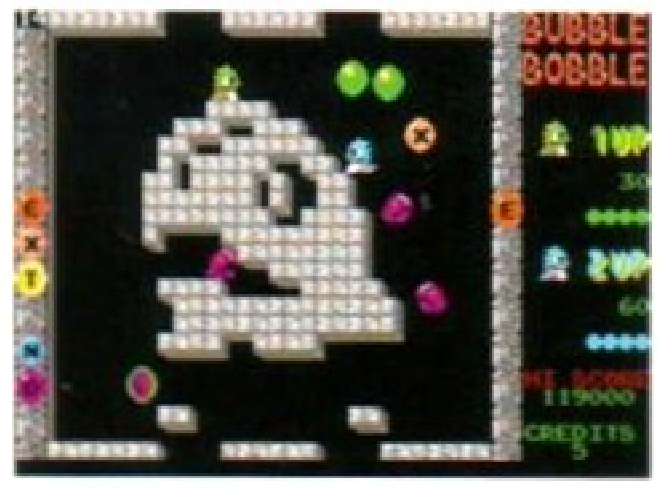


The original button buster. Ten athletic events recreated to capture the difficulties and trials of running and jumping. Hit the button at speed to run, hold buttons the time angle and power. Never before have fire buttons taken such a constant pounding and still hung together!

VERDICT ★★

Arcade Availability - Uncommon.
Best Free Version - None available
Best Budget Version - *The Games Summer Edition*, Kixx £7.99
Best Full Price - *International Athletics*, Hawk £25.99. See Spoutro this issue.
Future Variants - *International Sports Challenge*, Empire. See Previews this issue.

BUBBLE BOBBLE



This was a real classic simply because it introduced a whole new bunch of little tricks into the platform game genre. *Bubble Bobble* was the tale of two bubble-spitting dinosaurs, who killed monsters and earned themselves bonus fruit. It had massive scope for manipulation of bonuses to best suit points potential. Decide what bonus you'll earn by what you'll kill next!

VERDICT ★★★★

Arcade Availability - Rare.
Best Free Version - None available
Best Budget Version - *Bubble Bobble*, Hit Squad £3.99
Best Full Price - *Rainbow Islands* Ocean. And along the same theme *Rodland*, Storm £25.99 and *Magic Pockets*, Renegade, £25.99. (see Screenplay Pages 92 and 68 of this issue for the review.)
Future Variants - None planned



STAR WARS

This was the first simulation to make a mark, even if it was a sim of a film. Wire frame graphics that had speed, a sit-down cabinet and real film samples. Came in three flavours: *The Empire Strikes Back* and *Return of the Jedi* as parts two and three. Part one was the best by far. It was the first themed arcade to truly capture the feel of the film it mimicked, excellent.

VERDICT ★★★★★

Arcade Availability - Common.
Best Free Version - None available.
Best Budget Version - None available.
Best Full Price - *Star Wars* compilation £29.99
Future Variants - None planned.

DEFENDER This is the arcade game. A serious psychedelic, horizontally-scrolling shoot out. Your job is to hover above a planet trying to defend its populace from a horde of evil alien kidnappers. A William's classic that introduced smart bombs to the world and anarchy to the arcades. Find it and play it!

VERDICT ★★★★★

Arcade Availability - Very rare/extinct.
Best Free Version - None available
Best Budget Version - None available
Best Full Price - *Defender II* (this contains *Defender*, *Defender* and Stargate), Arc Games £25.99
Future Variants - *Cardiaxx*, Electronic Zoo. Release October.

priorities. "The graphics have improved but the gameplay hasn't changed. So you're lead to expect more and then you feel let down when it doesn't deliver," Jon Hare.



Rainbow Islands, the best ever arcade ? All the trademark secrets of the early classics.

There are games which buck this trend and *Rainbow Islands* is an ideal example. Here the formula of three level worlds, guarded by a boss alien, was turned on its head with the inclusion of huge numbers of secret rooms and tricks. You'd need a weighty overdraft to find them all down at the arcade. The only alternative was to grab a copy of the conversion and get stuck in at home. Programmers Graftgold made *Rainbow Islands* a cracking game and to this day it's hailed as the best of all time!

The classics, when coded well, benefit from conversion and home play. Here you can really get to grips with the foibles of each alien, what your opponent will do next, or how to beat the fastest car on the circuit. The games needn't even look sparse, as long as there's the basic understanding that graphics are trimmings not features, the game has to come first.

"Nowadays it's getting like Stock, Aitken and Waterman, they know they can put machines out there that will sell well, if not brilliantly. There's no incentive to innovate" comments Jon Hare. Modern machines have begun to follow proven formulas, whereas the earlier classics established them. Just because they were first, though, doesn't automatically mean that they were the best, yet for many this is the case. The novelty factor has been eroded by time and the modern machines definitely win hands down on hardware. The games themselves, though, can be found at source in the classics and conversions of them, untainted by the commercial restraints in effect now.

Getting these games for the Amiga can prove tricky, nay impossible in the case of *Tempest*, but are worth the trouble, providing hours of simple, yet challenging fun. As either PD, conversion or adaptation the recommended titles capture the spirit of the classic arcades. They are a pointless points-based challenge, ever evolving into a more mind-twisting reaction test. As games, they are the bedrock on which most modern arcades have been developed and getting to grips with them provides ideal training for the new releases.

The classic arcades deserve looking up as pristine examples of good game design. They have a singular purpose: entertainment and nothing more. It is their lack of sophistication that makes them playable. If you've seen the Coverdisk and thought it was disappointing, "Just old games!" give it a blast, in five minutes you'll be as hooked. And that's a promise. They aren't old, they've just been resting.

WHERE TO NOW?

Can arcades take it any further? *Robotron* and *Space Invaders* have both been spruced-up and made ready for another decade. Still, ever-more complex hydraulic cabinets are built, bigger screens are utilised and other gadgets are employed to make you want to play. But the games have reached something of a plateau, stressing either a new twist on an old theme or reviving a currently inactive format. Is there nothing new that the arcade machine designers can offer us?

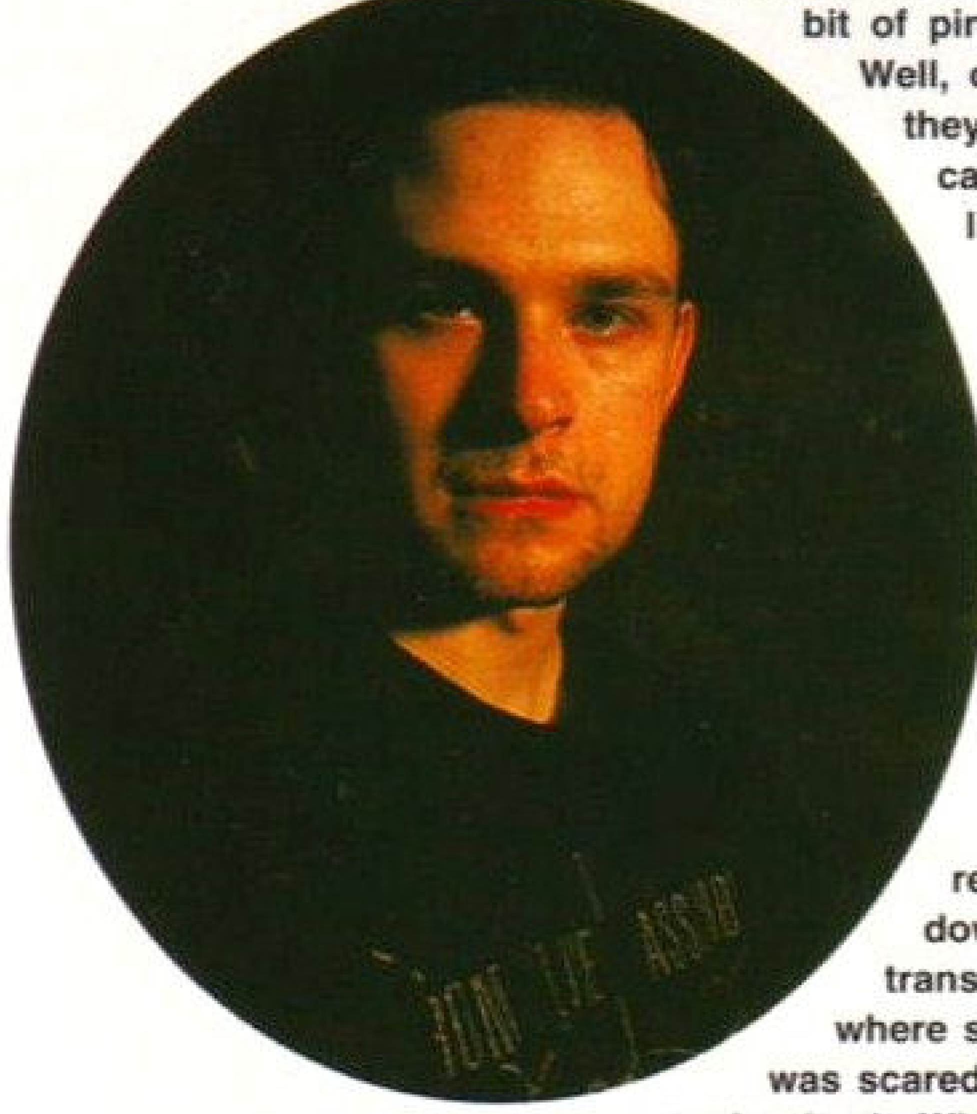
Virtuality and Virtual Reality systems offer new games systems where different techniques are employed. This opens up whole new avenues of non-simulation vector games. Players will finally be freed from the restraint of having to stare straight ahead, or turning the entire craft to look elsewhere. Using the sit-down unit and headset, games like VTOL are already forcing players to finally utilise their long suppressed urge to move while playing. You have to scan the skies above and behind to pick up incoming enemy fighters.



Virtuality, is it the way ahead? A new virtuality centre has just been opened in the Trocodero, London, a test bed for new games and virtuality systems.

New skills, especially being able to manipulate two joysticks simultaneously, will have to be stressed by designers if the Virtuality isn't just to be another fancy cabinet. It has the potential to be the next wave of coin-op gaming and life could prove very interesting; ever considered *Virtual Invaders*, thought about *3D Defender* or mused on *Pac-Man* with vector graphics?

I was an arcade junky!



Well, I was an average guy with average hobbies. I played a bit of pinball, did a few slots but nothing outrageous. Well, one day at school, a bunch of my mates said they were going down town to play something called *Space Invaders*. I'd never done anything like this before, but I tagged along. Thought it might be a laugh!

The arcade was a strange, mysterious place. It was dark and smoky, like some green neon den. Well, I watched some of the other guys play this strange electronic game. They seemed to enjoy it, but their faces were blank as they stared at the screen and they kept twitching. As if physically moving meant their 'Base' would move faster. It came to my turn and they all jeered saying I was chicken if I didn't do at least one game. So I played.

I rolled up my sleeves, got the 10p ready and forced it in. Suddenly time slowed down: the lights and noise became one and I was transported to another world. A menacing world where strange squat creatures were trying to kill me. I was scared, but thrilled too, as we fought high-tech duels to the death. Wham! It was suddenly all over and I was returned back to the arcade, apparently I was dead! Well I felt drained, but strangely exhilarated. I had to have another go. Now!

To start with we only played at weekends; you know for a break, a chance to work off any frustrations. Then, one dark day someone said I should have a shot at *Defender*. I'd toyed with a few stronger games before, I'd done a bit of *Scramble*, could handle the occasional spot of *Asteroids*, hell I could even cope with *Tempest*, but this baby was real different. *Defender* ate my mind and my money.

The first rush was the speed, the second was the fire-power but both were filled with an all-pervading sense of terror. The aliens were coming en masse, my scanner showed me that, and they were after my people! Smart bombs were the simple answer to any problem, worth using just for the colours.

I was hitting Defender twice a day, just to stay normal. I'd sit at home re-enacting failed techniques in my head, calculating the best time to use a smart bomb. Well the story gets sad here, I went from one William's machine to another: from *Defender* to *Stargate*, from *Stargate* to *Robotron*. Each was more powerfully addictive than the last. You can't live like that and I degenerated into an alien-slaying fiend, who lived to blast.

That was seven years ago and well, nothing's really improved. My need for neon and splatter weapons has led me to the periphery of society only working in jobs where my horrible addiction wouldn't be noticed. Now I'm a games journo'. Nuff said!

Arcade shots courtesy of:
R and K Edwards Co Ltd, 28 James St West, Bath.

17 BIT: PO Box, Wakefield, West Yorkshire, WF1 1XX. 0924 366982

CRAZY JOE'S PD: 0709 829286

Move Over 'Screengems' The New Official Commodore Amiga Pack is at Digicom



NOTICE : The RAM upgrade supplied in this offer is the official COMMODORE A501 Expansion unit. Any other Expansion will invalidate your warranty .Should the fault be related in any way

AMIGA 500 CARTOON CLASSICS

Free 1 Meg Worth £99.00

The exciting world of graphics, animation and sound is at your fingertips with the Amiga 500. Cartoon Classics brings together a fantastic selection of Cartoon games and a paint package to create your own cartoons.

Amiga A500 Computer Keyboard
Built-in 1 Meg DS/DD disk drive
512K A501 RamExpansion
Latest Kickstart and Workbench 1.3
Notepad Mini word- processor
All necessary disks , manuals and cables
T.V modulator and Commodore mouse
4096 colour graphics , 4 channel stereo sound
12 months warranty on all items
Full U.K specification machine

Bart vs the Space Mutants

The new 1 meg game



INCLUDING THESE NEW TITLES

Lemmings

This years biggest hit



AND OUR OWN EXTRAS PACK

Accessories

Mircoswitched joystick
Disk Library Case
10 Blank disks
High quality mouse mat and dust cover

Five Game Pack

Turbo Outrun
Enduro Racer
Super Wonder Boy
Thunder Blade
Crackdown

A Top Title

Kick Off 2
1 Meg version
Voted European Game Of The Year

DPAINT III With Animation

Total Package Price Including VAT & Delivery

Next Day Courier Delivery At £5.50 Extra

£399.99

CALL NOW

Bart Pack 1

Amiga Cartoon Classics Pack as above plus Philips CM8833II Colour Stereo Monitor plus leads and dust cover

£639.99

Bart Pack 2

Amiga and Monitor as in Bart Pack 1 Plus the STAR LC-200 Colour Printer complete with dustcover and leads

£839.99

HOW TO ORDER

By Phone :

Call our credit card order line, and quote your credit card details to our helpful sales staff. We accept Access, Visa, Eurocard, Mastercard, AMEX and the new direct debit cards like Switch and Barclays Connect.

By Mail :

Simply write down the details of your order along with your name and address, then post it to us with a personal cheque,postal order, bankers draft or building society cheque made payable to, "Digicom Computer Services Ltd".

Personal cheques require time to clear before despatch

Prices and Specifications are subject to change without notice. Goods are not sold on a trial basis. E&OE.

DIGICOM

(0908) 378008

36-37 Wharfside
Fenny Stratford
Watling Street
Milton Keynes MK2 2AZ
Showroom open Mon-Sat 9.00am-5.30pm
(closed between 12.30-1.30 pm)
Wharfside is opposite the Bridge Pub on the A5 Watling Street

Digicom offers you !

- Free Catalogue with all orders
- 12 months guarantee period
- All product tested before despatch
- Regular newsletters and special offers
- Technical helpline
- 30 day replacement of faulty product
- Price or product match
- Computerised order system

Access VISA MasterCard SWITCH

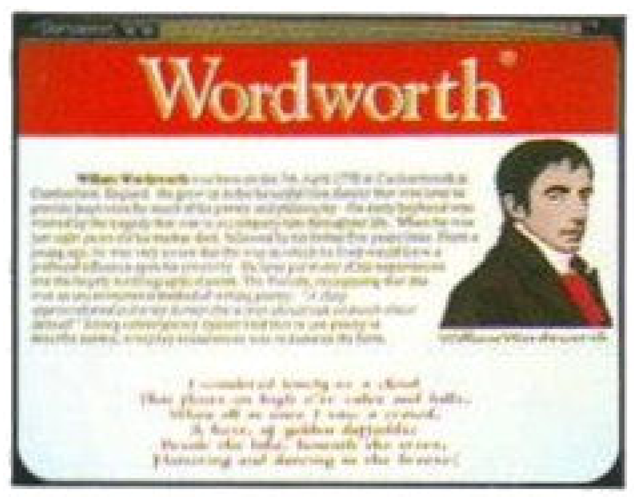
All Major Credit Cards Accepted

Wordworth

a writer's dream

The graphical nature of Wordworth® makes producing documents faster and easier. The WYSIWYG display shows exactly how your printed document will look, different fonts, styles and sizes, headers and footers, graphics and so on.

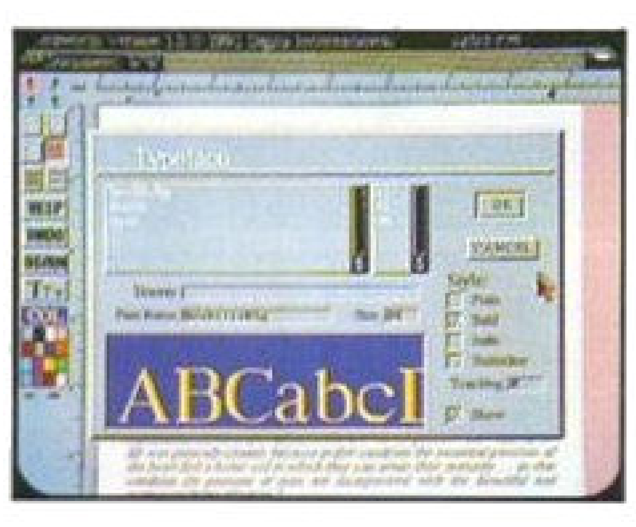
Commands are grouped under a series of pull-down menus, accessible either by the mouse or keyboard. Frequently used commands have on-screen icons, including Help, should you need it.



Experience the look and feel of the new and exciting WB2 (even if you use WB1.3).

Digita's® innovative *Human Interface Protocol*™ is incorporated and sets new standards in speed, style and elegance. Each document is a separate multi-tasking window, which means you could for example, print one while editing another.

Graphics have always been the Amiga's strong point. Now it's better than ever. Pictures from Deluxe Paint can be placed in a document, and then sized, scaled and dragged (text automatically reformats around the image).

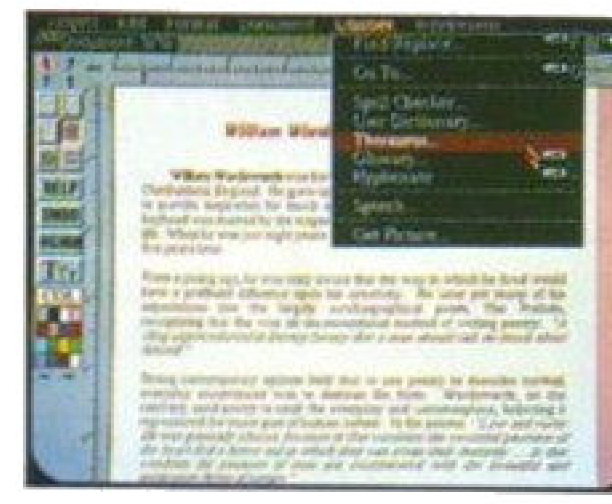


Wordworth's enhanced fonts will give you the very best printed quality. You can also print special symbols, such as boxes, arrows and so on. Better still, you can mix graphics, Wordworth's enhanced fonts, Amiga fonts, Colorfonts and your printer's own fonts, all on the same page.

Wordworth integrates with most word processors, and so you'll be able to use any documents created with Kindwords, Wordperfect, Prowrite, Protext, Excellence, and any ASCII or IFF Text document.

As Amiga Computing put it, "the only Amiga word processor to rival Protext for speed. I would recommend the program to anyone thinking of buying their first word processor or upgrading from Kindwords."

Wordworth is written in the UK by Digita. Which means you'll be using an English Collins spelling checker and thesaurus, and you'll know where to come for professional support.

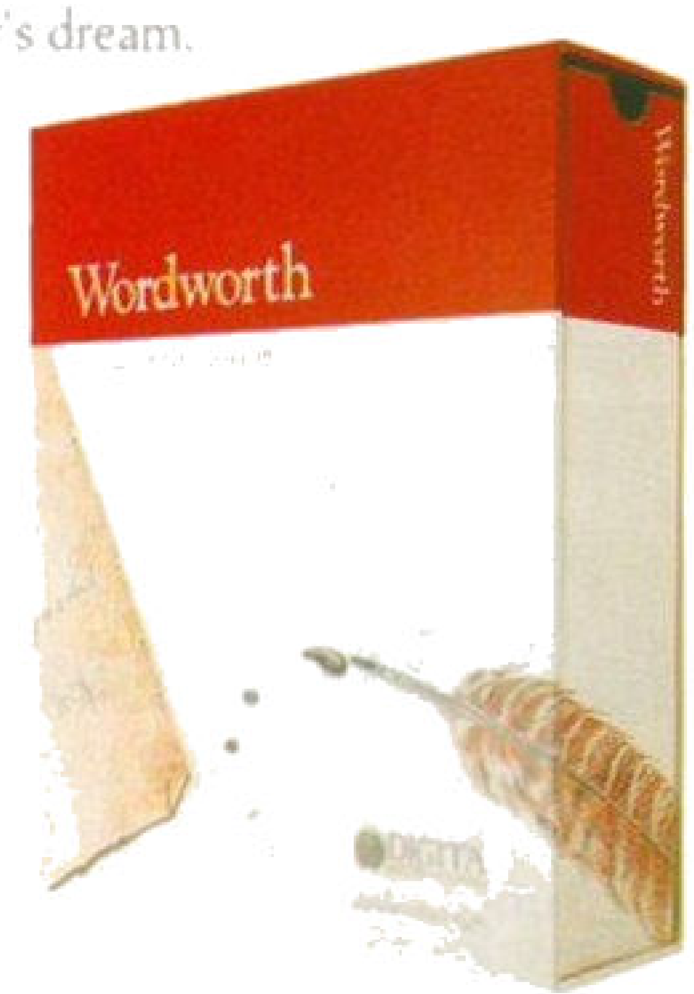


When Amiga Format said "a new word processor that will give the rest of the world a run for its money" they weren't joking. "Wordworth is the most user-friendly word publisher on the Amiga." Praise indeed.

The only way to really appreciate Wordworth is to use it. Phone 0395 270273 for more information or, write to Digita, FREEPOST, Exmouth EX8 2YZ.

Wordworth costs £129.99, which includes VAT, postage and packing. If you already own a word processor and purchase Wordworth direct from Digita, you can save £30 by returning your original disks with your order.

Wordworth will be your writer's dream. However, if you don't agree with us (and purchased directly from Digita), return it in original condition within 7 days and we will refund your money.

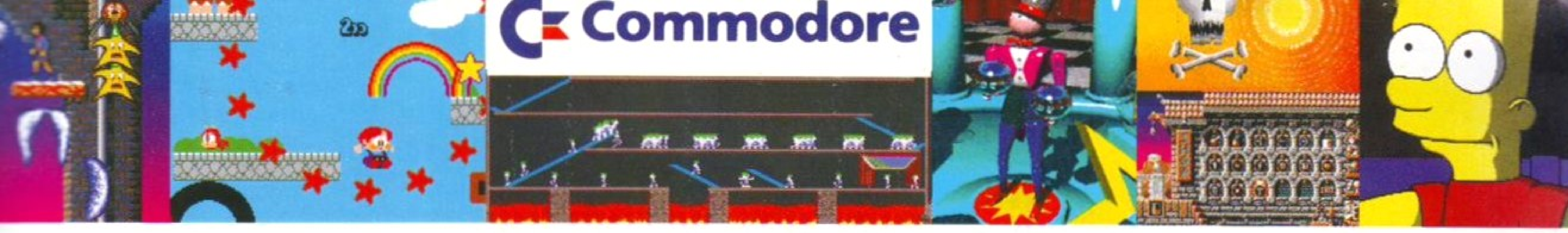


Machine support
Written specifically for the Amiga
Fully supports WBV 1.3 and V2.00
Supports all medium or high resolution modes (mono and colour)
Requires 1MB of memory

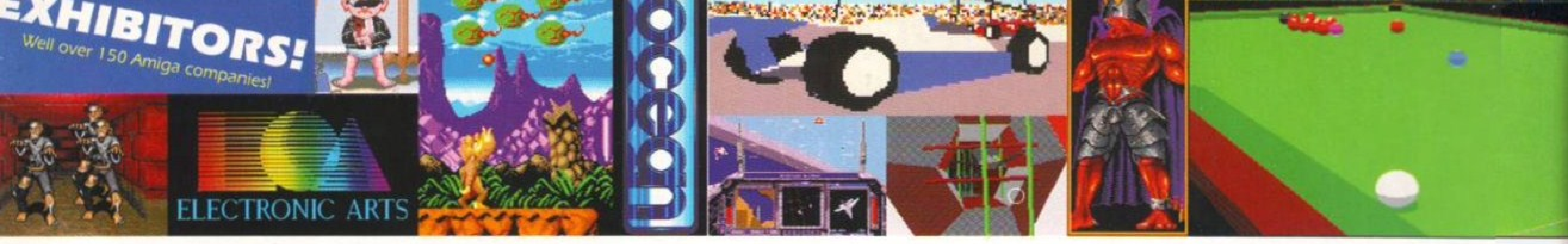
DIGITA® INTERNATIONAL

software thats right™

Digita International Ltd Black Horse House Exmouth EX8 1JL ENGLAND Tel: 0395 270273 Fax: 0395 268893


Commodore

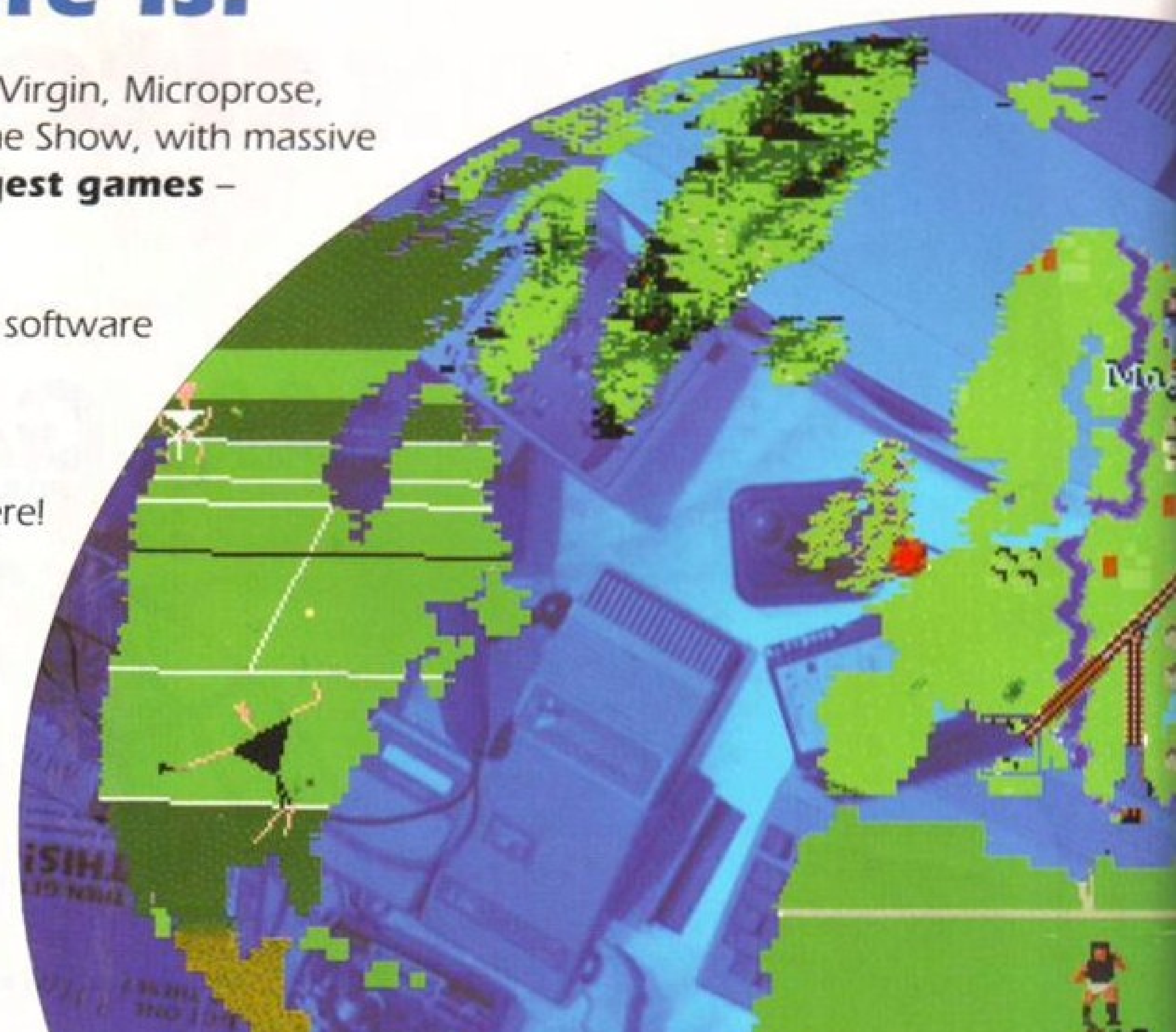




Discover the Ami

Amiga Format presents the greatest computer show this ye

Just look at what there is!



Christmas hits Ocean, Psygnosis, Mindscape, Electronic Arts, Virgin, Microprose, Gremlin, Mirrorsoft: all the leading software houses will be at the Show, with massive stands. This'll be your chance to see and **play the year's biggest games** – exclusive to the Show.

CDTV City Just what is CDTV? What can you do with it? What software can you buy? Discover exactly what **the future of Amiga computing** holds in the Show's unique CDTV City.

Christmas Shopping Mall All the best Amiga bargains are here! Packed to the very rafters with incredible deals. You won't find **cheaper games** anywhere. Load up with the very best for your Amiga – and at the best possible prices!

Multimedia Theatre Commodore has attracted some of the biggest names in computing to **demonstrate their stuff**. See what the Amiga is *really* capable of!

Games Arcade Set your **eyes on boggle mode**: you won't believe how many incredible games you'll be able to play.

The game makers Imagine hearing direct from the leading games' programmers: just how do they do what they do? Imagine no more: these seminars will tell you **all you need to know**. Plus: ***Amiga Format*** will be running Question and Answer sessions throughout the Show.

Free Guide ***Amiga Format*** will be producing a **damn fine free read** of a show guide.

Massive Stands Experience the excitement and **live the dream** at Britain's biggest leisure computer show.

And also... Fistfuls of competitions. Hosts of celebrities and experts. Jaw-droppingly wonderful big screen video. Virtual Reality (virtually certain). Creche. And a **lot of noise**, that's for certain...

You'll think Christmas has come early!



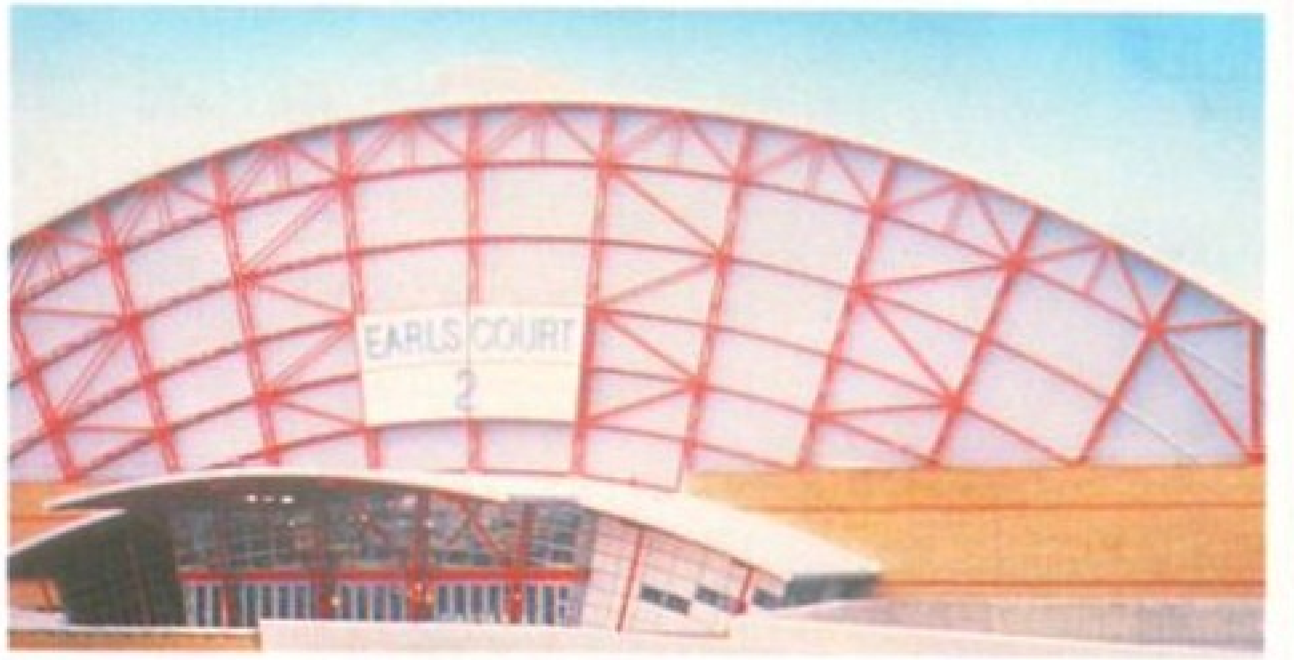


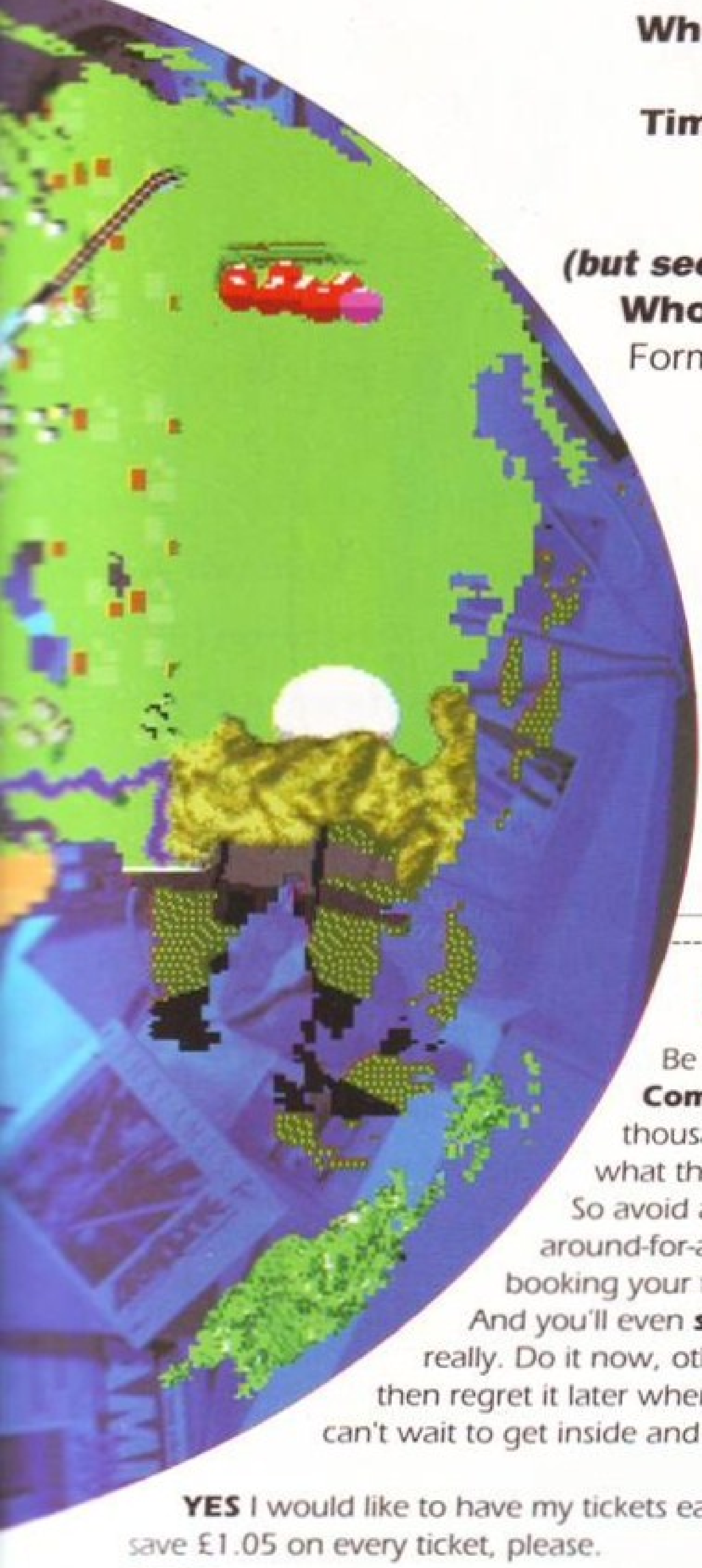
ga at its Best!

Earl's Court II, November 15-17 1991: be there!

AMIGA presents World of Commodore 15 - 17 November 1991 Commodore

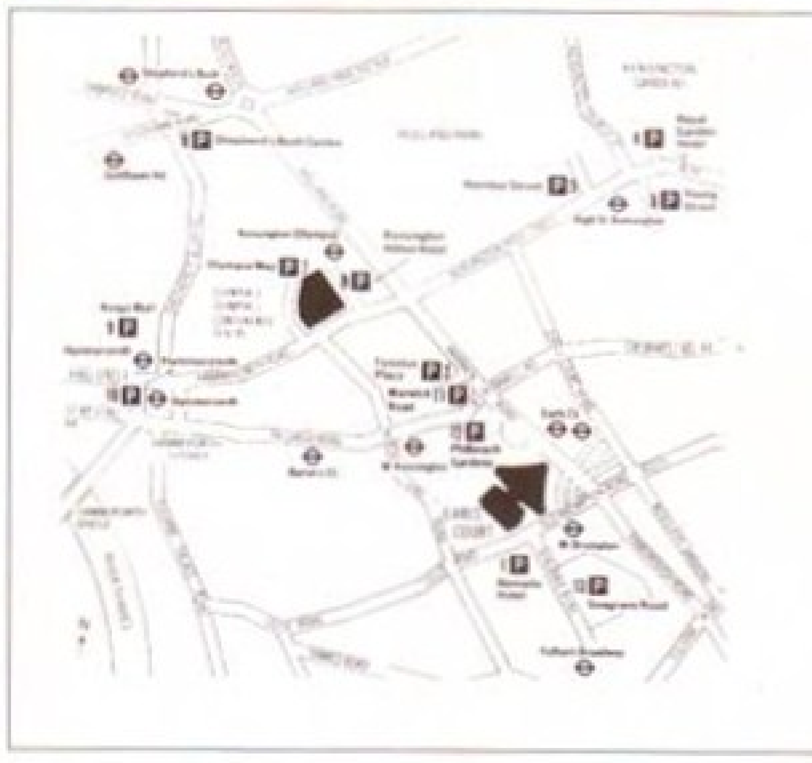
Faxbox





Where Earl's Court II, heart of London
When November 15-17 1991
Times 9am-5.30pm November 15-16; 9am-4pm November 17
Cost Adults £6, under 14s £4 ***(but see the special Early Booker Offer)***
Who'll be there? Commodore, Amiga Format, Amiga Power, Amiga Shopper, all the major games producers, a myriad of serious publishers, loads of bargain-offerers, lots of hardware developers and everyone into the world of Amiga.

You want to get the best games for your Amiga? Get along to Earl's Court on November 15-17!



EARLY BOOKER OFFER: SAVE TIME, SAVE MONEY

Be smart. You know this **World of Commodore** will attract tens of thousands of people. And you know what that means: queue City.

So avoid all the foot-shuffling, hanging-around-for-ages start to the Show by booking your tickets early.

And you'll even **save money**! Bit of a barg, really. Do it now, otherwise you'll only forget and then regret it later when you're really cold and you can't wait to get inside and – (Snip! - Ed)

YES I would like to have my tickets early, avoid all the queues and save £1.05 on every ticket, please.

Name ....

Address ....

....

....

Postcode ....

Number of tickets ....Adult (at £4.95 each)

..............................Under 14s (at £2.95 each)

Total payment

Method of Payment (please circle) Access Visa Cheque PO

Credit Card number ....Expiry date..............

CREDIT CARD HOTLINE 051 356 5085

Please make all cheques payable to **WORLD OF COMMODORE**

Send this form to

World of Commodore
PO BOX 2
Ellesmere Port
South Wirral
L65 3EA

WARNING: This offer closes on 8.11.91

If you don't want to cut up this magazine, photocopies are accepted.

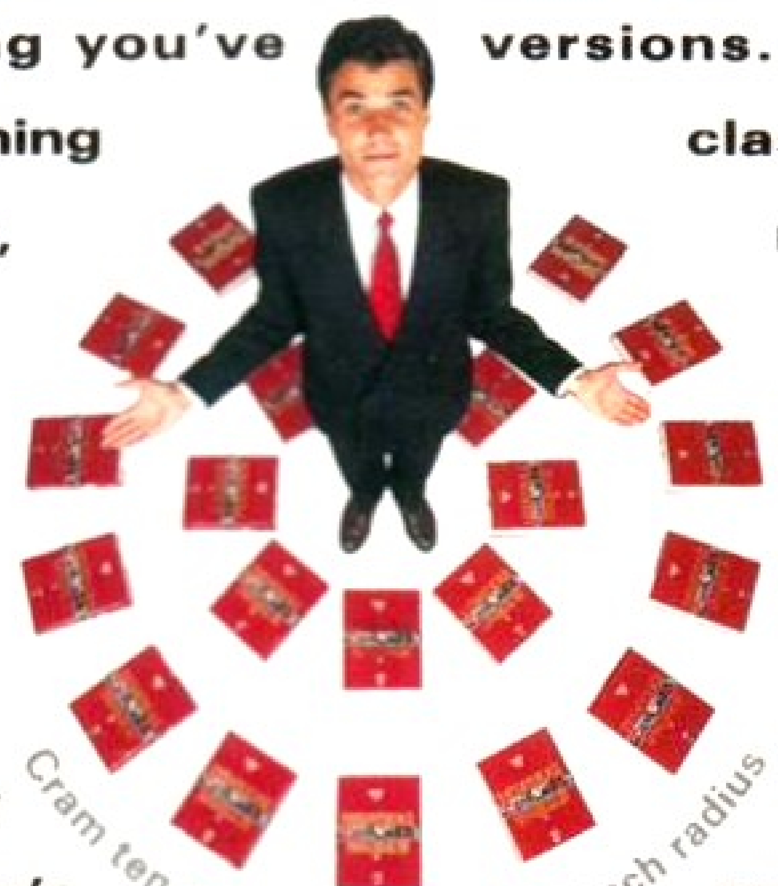
AMP9




CDTV · SOUND AND VISION · WORDS AND PICTURES ALL ON A COMPACT DISC · IT'S NOTHING SHORT OF REVOLUTIONAR
ATTICA02




Do it your way with karaoke at home

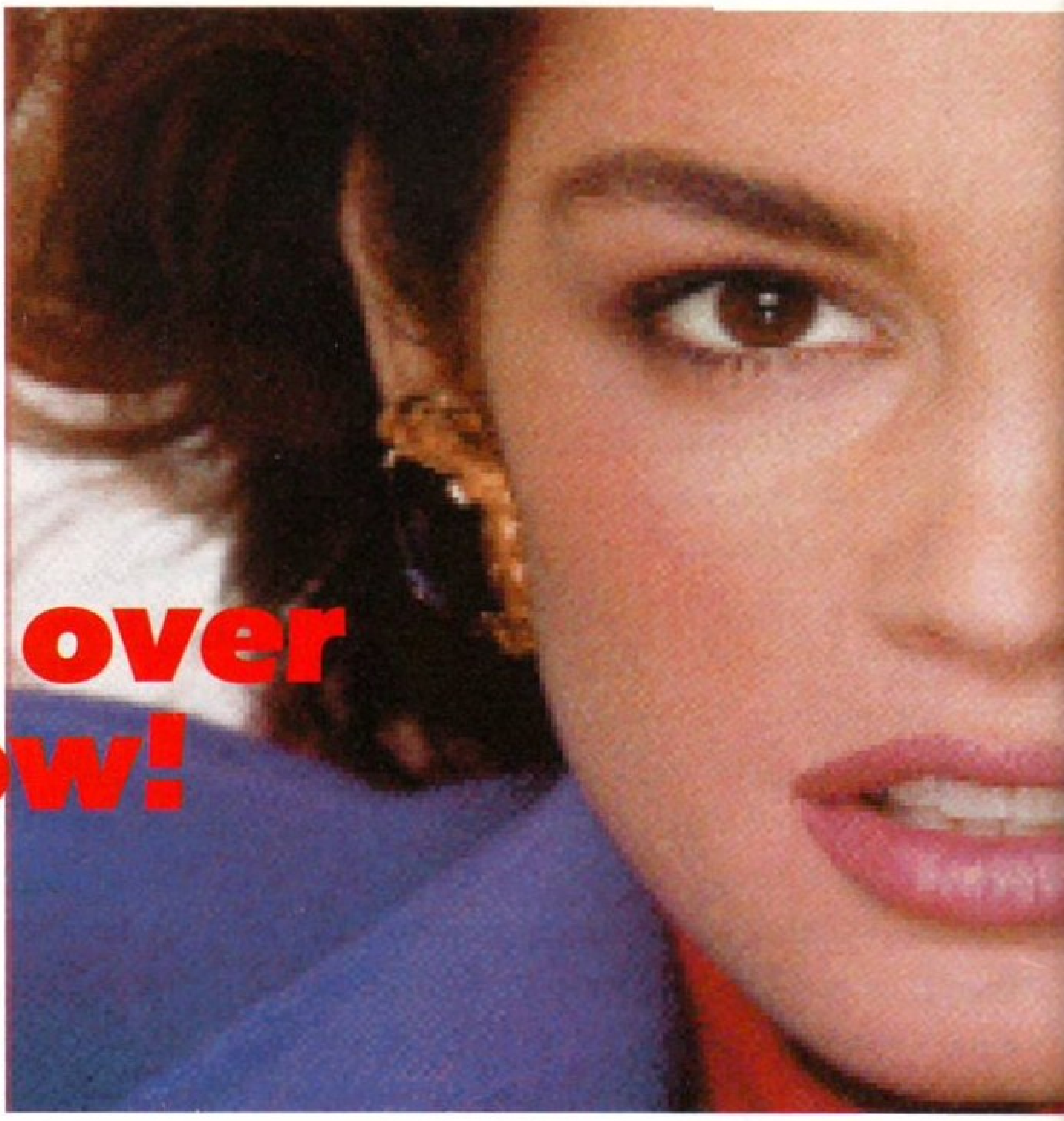

Cram ten volumes into a two-inch radius


Whilst watching TV the kids can do their homework


It's a whole new ball game



24-bit 'True Colour' brings the ultimate in graphics to the Amiga. You can create images using a whole spectrum of colours from a palette of millions, bringing photograph-like realism or the flashiest of professional-looking computer graphics. **Damien Noonan** explains how it works and why it pushes Amiga graphics as far as they will ever go.



Somewhere over the rainbow!

THE FIRST THING that hits you is the figures. True Colour means 24 bits per pixel and that means 16,777,216 colours that you can use. Wow! It certainly sounds impressive after 32 colours in a game or 4,096 colours in a HAM painting. But after all those numbers your head begins to swim a bit. Take a deep breath and relax. Now, there are two obvious questions that these numbers raise. Let's get them answered.

First of all, why do 24 bits mean 16 million colours? Well, this is what you might call the highly technical part of the affair, so we'll explain that side of things in a minute. Second, why is 16 million colours called True Colour, why not more or less? This is a slightly more esoteric thing, but when we look for the answer to this we'll discover that the Amiga has now reached the ultimate answer in computer graphics: the crock of gold at the end of the rainbow, you might say.

Every little dot on a computer screen is called a pixel. Any picture that you draw on the Amiga and then save out to disk is simply a map of what colour each pixel should be. When you decide how many colours you are going to use in a picture, what you are in fact deciding is how many 'bits' (binary 1s or 0s) will be used to remember each pixel. It works like this.

If you had only one bit to describe each pixel, you would only be able to choose two colours: one for a 1 and one for a 0. Say, black for a 1 or white for a 0.

If you have two bits, then you immediately double your options. You can have 1 and 1 for black, 0 and 0 for white, 0 and 1 for blue and 1 and 0 for orange. That gives you a two-bit image, like the Workbench screen.

And so it goes on. Three bits lets you have eight colours, four bits lets you have 16 colours and five bits gives you the 32 colours of a standard *Deluxe Paint* picture or an Amiga game.

So it's easy to see that you can go as far as you want, doubling the amount of colours available each time you add an extra bit of memory for each pixel. The next question is: why do we need all these colours?

Well, computer colours are a little bit weird in that you can't at any stage mix or invent new ones. Every single colour or shade of colour you want to represent has to be preset inside the machine in what's called the palette.

The Amiga has a 12-bit palette, which gives a choice of 4,096 shades of colours. In actual fact, this doesn't mean it has 12-bit colour capability: the maximum it can deal with is 5-bit, which is why 32 colours is more or less the standard maximum. The 4,096-colour HAM mode is actually a complete cheat, a very tricky bit of programming that really uses 4-bit colour (16 colours on screen) but kind of modifies them. Nuff said.

HAM is actually a very powerful thing: if, for instance, you were to pause the screen on the average telly you'd find it doesn't look very different from a HAM picture. Try it if you've got a good freeze-frame on your video. But if you want your Amiga pictures to be better-looking, if you want them to be as good as photographs or as the best flash computer graphics, you're going to need more than 4096 colours in your palette. Not because there are any more colours around: you've probably already got everything from Lemon Yellow to Violet. But because you need many more subtle shades, to represent the hundreds of shades of green in a balde of grass, for instance.

OK, so we know that you need as many different subtle shades of colour as possible. We also know that each time you add a bit on, you double the number of shades you can have. So why stop at 24-bit?

Well, one particular fact makes it sound very strange. An ordinary Amiga low-resolution screen has a display resolution of 320 by 256 pixels. That's 81,920 individual pixels. So even if each one was a different colour, you could only have that many colours. Even on a high-res screen display of 640 by 512 pixels, you could only fit 327,680 different colours. So why bother with more?

In *AF*17 we spoke to Perry Kivlovitz of ASDG, who develop leading-edge 24-bit graphics systems such as *The Art Department Professional*, reviewed last issue. He explained it this way. If you were to take a camera and point it at the countryside, to represent that you wouldn't need 24 bits of colour. There are probably only about 300,000 colours there, so you could easily do it in 18 bits.

If, on the other hand, you do a close-up of a human face, you've got many, many subtle gradations, all shades of the same basic colour. If you want to represent all the different shades of a single colour you'll need eight bits, 256 different shades. Now, because each colour on a computer screen is made up of three different basic primary colours – red, green and blue - to make sure you have those 256 shades of each possible colour you need three times eight bits, which gives you 24 bits.

So in effect, if you have 24-bit colour you are scientifically assured of being able to represent every colour or shade of colour the human eye can perceive. It is the ultimate in computer graphics. And the Amiga is there…



Joining The 24-bit revolution

Already there's a very healthy range of graphics software available that can work with True Colour images, and there's more on the way all the time. Let's take a quick look at the options.

24-BIT COLOUR CARDS are the key component of the system, providing the 24-bit palette and the display system. They invariably require the use of an expensive VGA or Multisync monitor, too. Those so far available for the Amiga are somewhat limited in number, but there are many more on the way. Currently the only one available for purchase in the UK as far as we are aware is the Harlequin from Amiga Centre Scotland. See the *TV Paint* review over the page for more details. The FireCracker card from Impulse has the highest profile in the States, but is not yet available over here. More news of 24-bit hardware will follow as soon as we get it.

THE ART DEPARTMENT PROFESSIONAL from ASDG, reviewed last issue, is the first real 24-bit image processing system and also allows you to compose photo-montages with 24-bit images. Flexibility of file storage is likely to be very important for 24-bit work and this provides a number of save and load format options as well as a range of excellent image enhancement features.



SCANLAB PROFESSIONAL is the first 24-bit scanning software for the Amiga. It means that you can use the, for example, Sharp JX-300 and up range of scanners to produce gorgeous full-colour scans. While £600 for the package and £3,000 for the scanner might seem expensive, the quality is unrivalled. Look at the review on Page 40 to see exactly why.



RASTERLINK is an excellent graphics file conversion utility which is only available with the Harlequin card. We've found it invaluable for transferring 24-bit Amiga IFFs to our Macintosh DTP system.

DRAW 4D PROFESSIONAL is one of many 3D modelling programs that can output 24-bit files. This one is mainly geared towards producing illustrations for desktop publishing work, where 24-bit colour seems likely to give an excellent low-cost alternative to traditional reprographics.



VISTAPRO which we reviewed last issue produces marvellous 24-bit rendered fractal landscapes, which could be of great use as part of a 24-bit illustration. We think it will inspire some excellent creative work.

DIGIVIEW GOLD from Newtek is well established as one of the top-quality video digitisers, but its ability to create 21-bit images will give it a new lease of life as an affordable source of photographic images taken from actual photographs.

COLOURPIC from JCL is another video digitiser that will live on in the 24-bit age because of its capability to produce 16-bit photographic images.

REAL 3D is one of several 3D rendering or ray-tracing packages that is capable of producing 24-bit output. The two main tools of the 24-bit revolution are likely to be photographic sources from digitisers or scanners, or computer graphics from 3D rendering. Paint packages are more likely to be used as tools to combine or rework images produced using these techniques.

IMAGINE is another of the new wave of excellent 3D rendering programs which are capable of 24-bit work. As with many of these programs, it was developed slightly in advance of the emergence of a 24-bit file format standard for the Amiga, which emphasises the need for the image processing and file conversion programs. *Imagine's* elder brother *Turbo Silver* can also produce 24-bit stuff.

3D PROFESSIONAL is one of several 3D modelling programs about to be updated to include 24-bit output. Although the original version had many faults, we are expecting most of these to be cured in the new release and the price to have fallen.

SCULPT-ANIMATE is the old favourite of the 3D ray-tracing packages and, though it has been upstaged by newcomers such as Imagine, is still an excellent program. It too can output 24-bit data.

TV PAINT is the first of the true 24-bit paint programs to appear for the Amiga. There's no reason why it should be the last because, as the French programmers explained to Brian Larkman, 24-bit is a lot easier to program than HAM. We may see a 24-bit version of *Deluxe Paint* very soon.

HAM-E is the first really cheap 24-bit system. While it's slightly unsatisfactory in a way, because it is a bit too clever for its own good, it is remarkably inexpensive, works with a standard Amiga monitor and comes complete with a paint package and an excellent image processing program (possibly the best ever written for any computer). HAM-E has also managed to attract sufficient approval to ensure that its own file format will be supported by a number of other key 24-bit programs: already *Art Dept Pro* can load HAM-E images. Read the review over the page.

THE GRAPHICS WORKSHOP was a 64-colour paint package which could have rivalled *Deluxe Paint III* had it not arrived a couple of years too late. Instead it's been rewritten to work with HAM-E, and it seems likely to become the standard HAM-E paint program. We expect to bring you a review very soon.

Other art packages had better beware. A new standard is about to be set with a full 'true colour' digital paint system that works with the ACS Harlequin frame buffer. **BRIAN LARKMAN** splashes the paint about inside his telly with.....

TV Paint

True Colour Art Package ■ £900 ■ Tecsoft



DENSITY MODIFIER AND AIRBRUSH
If set up correctly, Density, can also be used with Trans for blending images. In this case the foreground figures were rubbed through with density to get this transparent feeling.

ALL THE FUSS about 24-bit and true colour on the Amiga disguises the fact that, as yet, there is hardly any software available that uses it to the full. Take bitmapped paint programs for example – the most basic piece of graphics software on any computer. Several packages claim to be 24-bit, but none of them actually paint with a full 16 million colours in real time or use tools optimised for a full palette.

TV Paint is about to change all that because the whole system is geared up for the ACS Harlequin graphics board. All of the paint operations are carried out in True Colour, and the tools that have been implemented so far certainly make full use of it. The signs are that Tecsoft are producing a real Rolls-Royce of an art package, but with a price tag to match!

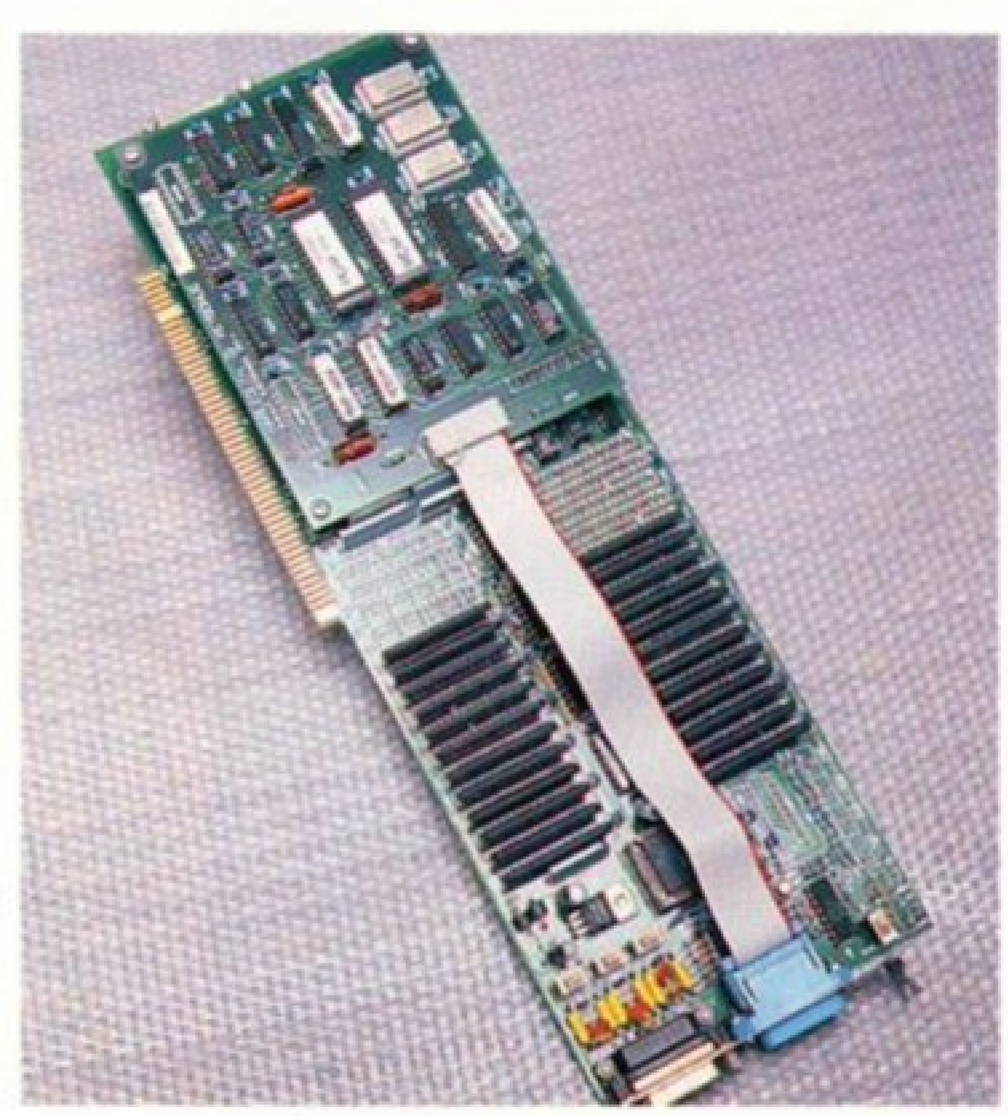
Once the dongle is inserted, booting up the software on an Amiga 3000 with 16 Mb of memory is completely painless (surprise, surprise!). The hiss as the 20-inch MicroVitec Autoscan is connected to the Harlequin when it bursts into life is very satisfying, especially when the 3D tool palette appears. The minimum configuration – that most of us still cannot manage – is 8Mb with a 68,881 'floating point unit', though 6Mb works OK without the spare screen. Plus there's the small matter of a Harlequin. Eventually, though, the software will work with other boards.

Innovative tools are the life-blood of any digital painting system and *TV Paint* is no exception. At this stage in development the full range of features is not quite implemented, but those available are really classy. All of the usual functions are there plus a number of new ones, and even the mundane tools are refined to a degree that is uncommon on the Amiga. Airbrushing, for example, works like the real thing, no huge dots splattered about, just an even transparent gradient of colour building up. At present the flow rate cannot be varied, but it is slow enough to be controllable and extremely convincing.

Unlike the real thing, the airbrush can also colour cycle, follow the path of all of the line tools (dots, freehand line, rectangular, elliptical, curve and bezier) and 'Rub Thru' to the spare screen. This last function is perhaps the most useful when compositing images together, because it allows the parts to blend together without apparent joins. The more conventional way to achieve this is with anti-aliasing and edge transparency for brushes. These should be added eventually but in any case 'Rub Thru' is a reasonable substitute for now.

A similar 'temporary substitute' is the use of the transparent 'density' tool to produce gradient fills (the only serious omission from version 1.0 of the package). In this case the stopgap is of limited use because the procedure is complicated for anything more than the simplest shapes. Tecsoft say that this will be rectified very soon. Nevertheless, the density tool is quite fantastic in its own right. In operation, it resembles the Blend requestor in *Photon Paint*, but it has a number of pre-sets and modes of operation that put it in another league altogether.

THE HARLEQUIN BOARD



The hardware that you'll need to use *TV Paint* is the first 24-bit colour framebuffer unit to actually go on sale in this country, the Harlequin card from Amiga Centre Scotland. It's actually a 32-bit system, though only 24 bits are used for colour description: the remainder of the pixel description is used for various other display functions, such as masking.

This is a card for professionals, offering broadcast-quality output at a price that's beyond the range of the average Amiga owner but compares very favourably with the equivalent kit that video pros currently use. Already it is proving very popular in professional use, with as many as Amiga Centre Scotland (031-557 4242) can make being snapped up straightaway. A game show for BBC Scotland has already used a Harlequin Amiga system for animations and effects.

The specification and pricing of the system is a little bit too complex to go into here, because there are a number of different options available that affect cost and you really do want to talk to the people who know before considering a purchase, so telephone the Amiga Centre Scotland and have a good talk to them. The basic system starts at around £1,400 while the more advanced options take it up to around £1,800. These include up to 4Mb of video RAM and a full broadcast genlock system.

The Harlequin also comes with a suite of image processing software called *AIM*, developed by a university team in Holland. This is nominally PD but the manuals are vital and cost money.



The upper area of the control panel, above the normal set of tool icons, contains the 'Modes' and 'Modifiers'. A 'painting mode' button provides Blur, Smooth, Colour, Smear, Colorize and Shade, as well as the 'Rub Thru' or Trans mode already discussed. Most of these work as expected, though Blur and Smooth seem virtually identical and Smear is much too severe. Some sort of user control is required here. Below the Mode button are four Modifiers which control all painting and drawing operations:

REPEAT: Causes all the rubber-banded line tools to repeatedly draw, eg the straight line produces the familiar radial fan. When used with the airbrush however some startling effects are feasible.

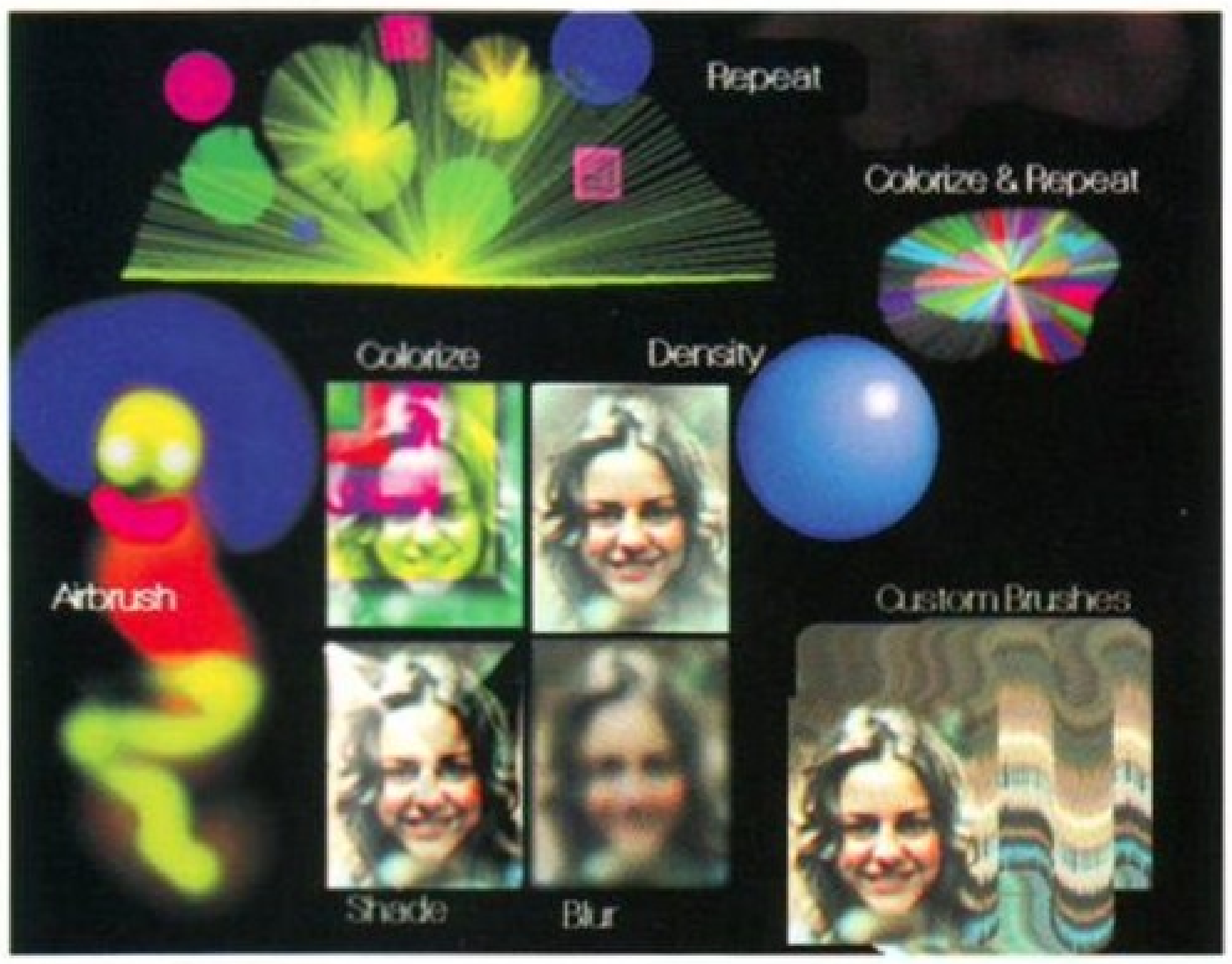
CYCLE: Makes all tools cycle through the set range of colours. With four 256 colour palettes and four cycle ranges, 16 colour cycles are available. Each can be reversed. Used with Colorize some spectacular metallic and lustrous effects are obtained.

DENSITY: Works much like the *Photon Paint* Blend requestor, but with four profiles stored in memory and eight presets.

MASKING: Is based completely on a colour stencil rather than a screen area at the moment. Up to eight colours can be added to the Mask and the numeric definition of these can be made quite 'fuzzy' to include a range of similar shades.



TRANS (RUB THRU) MODE
Using *TV Paint's* 'Rub Thru' mode, several images are blended together without the joins showing. The main image is loaded to the 'foreground' screen, then the secondary images are placed onto the Spare 'background' screen. Flipping between these screens it is possible to judge just where to 'Rub Thru' using the airbrush. The foreground is washed away carefully to reveal just enough of the background. A similar effect could be achieved if the brushes were properly anti-aliased or Edge Transparent.



MODIFIERS AND MODES
A wide range of effects is possible using the Modifiers and modes, singularly or together. The number of permutations is too great to describe them all, but a small selection is shown here. 'Repeat' works with all of the line drawing tools and is especially effective when the airbrush and colour cycling are active as well.



CONTROL PANEL AND MENUS
The control panel is relatively simple with a reasonable selection of tools, but it also provides access to the menus that give the system its power. Clockwise from bottom left these are Palette, Cycle Ranges, Density Control, Stencil/Mask and Gamma (Contrast and brightness).

Very few bugs or problems or glitches occurred during the review. Rotating brushes can cause a few bits of 'swarf' at the edges, and occasionally, spurious coloured pixels appear randomly within an image. There are a number of useful tools missing at the moment. There are no patterned or gradient fills, no ellipse, no distortion or perspective functions – as always, the wish-list is longer than the whole of this article.

Nevertheless, in case you think we have started reviewing unfinished software, it must be said that *TV Paint* is available now from ACS or Tecsoft and is VERY useable. The system is incomplete compared to Tecsofts plans for it, but then *Deluxe Paint* was incomplete on release compared to *DPaint II* or *III*. The borderline between 'finishing' and upgrading software is a fine one. Anyone buying now will get full upgrades of the software and a manual as and when they are finished. Included with the paint program is *Slide 32*, an excellent True Colour slide-show system with about 20 different wipe effects and a short animation demo that can be used with your own 24-bit animation files – from *Sculpt*, *Imagine* or *Real 3D*. The animation is very fast as long as the pics are not too big - 320x256 is OK.

The competition in the UK (and everywhere else) is limited at the moment. HAM-E from Black Belt Systems is MUCH cheaper and includes a brilliant image-processing program but only uses 256 colours out of 16 million for painting. (See the review of HAM-E on Page 44.) NewTek's *ToasterPaint* is not available over here, it only works with the Toaster and works in HAM mode on screen, displaying 24-bit images on the Toaster monitor. *MacroPaint* loads and saves 24-bit images but only works in hi-res HAM internally.

All in all then *TV Paint* is well worth buying now if you really want proper paint and compositing in 24-bits and IF you can afford it (but then you did buy a Harlequin!) Nevertheless several other True Colour board/paint software combinations will be available shortly. This is certainly a fast growing area so it may be worth waiting – but can you deny yourself this experience!

TV Paint

SPEED ●●●●
The accelerator obviously helps but it still is as fast as *Deluxe Paint III* – with 16million colours!

DOCUMENTATION ●●●
Delightfully quirky English. 'Hand-made' but well printed with reference and tutorial help.

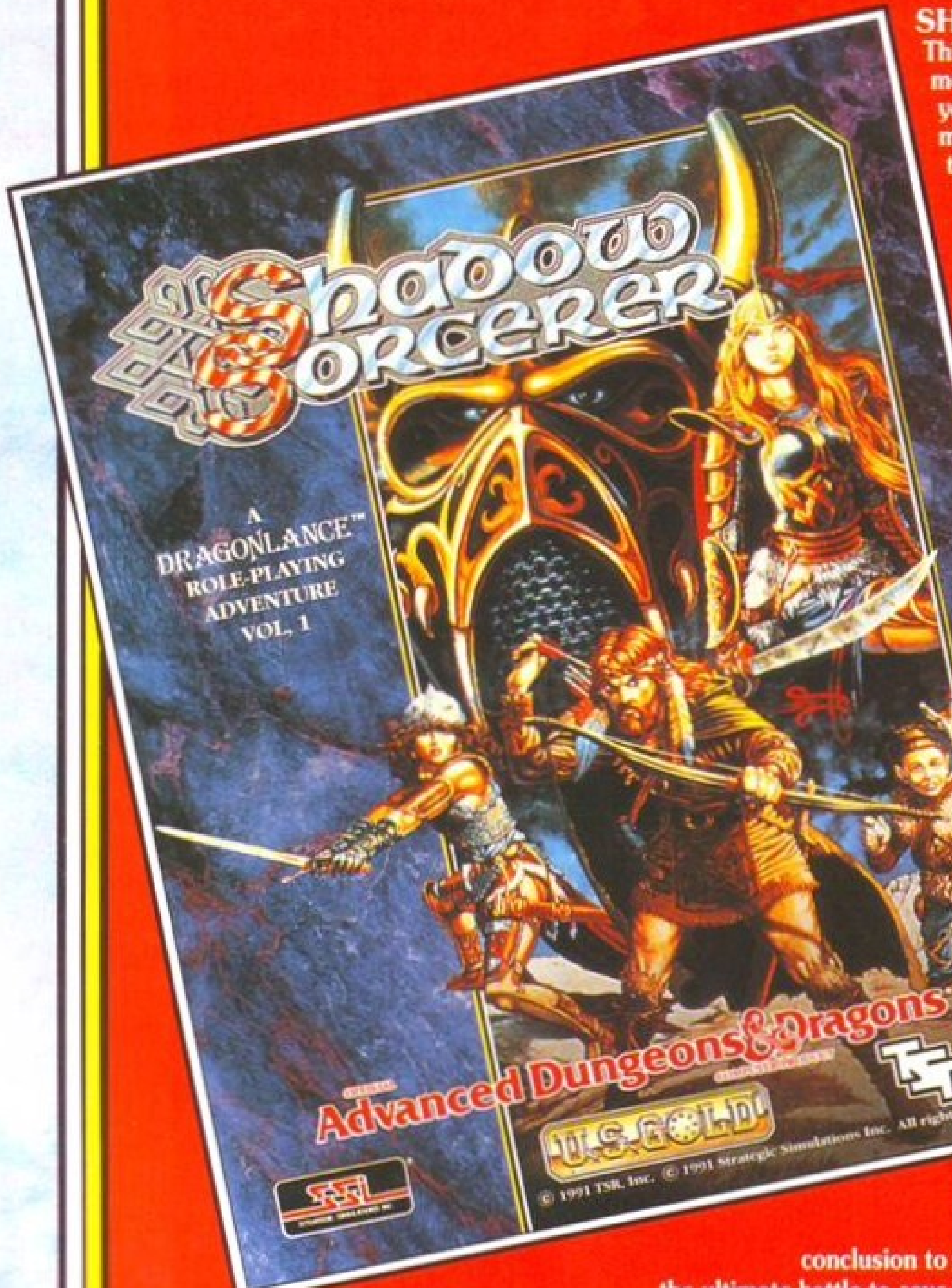
ACCESSIBILITY ●●●●●
Non-standard interface, but beautiful, well layed-out control panels with good labelling.

FEATURES ●●●
Good and getting better every week. Could be the one to beat.

VALUE ●●
Expensive for the Amiga market, but OK for a system aimed at professionals.

AMIGA FORMAT Verdict **85%**

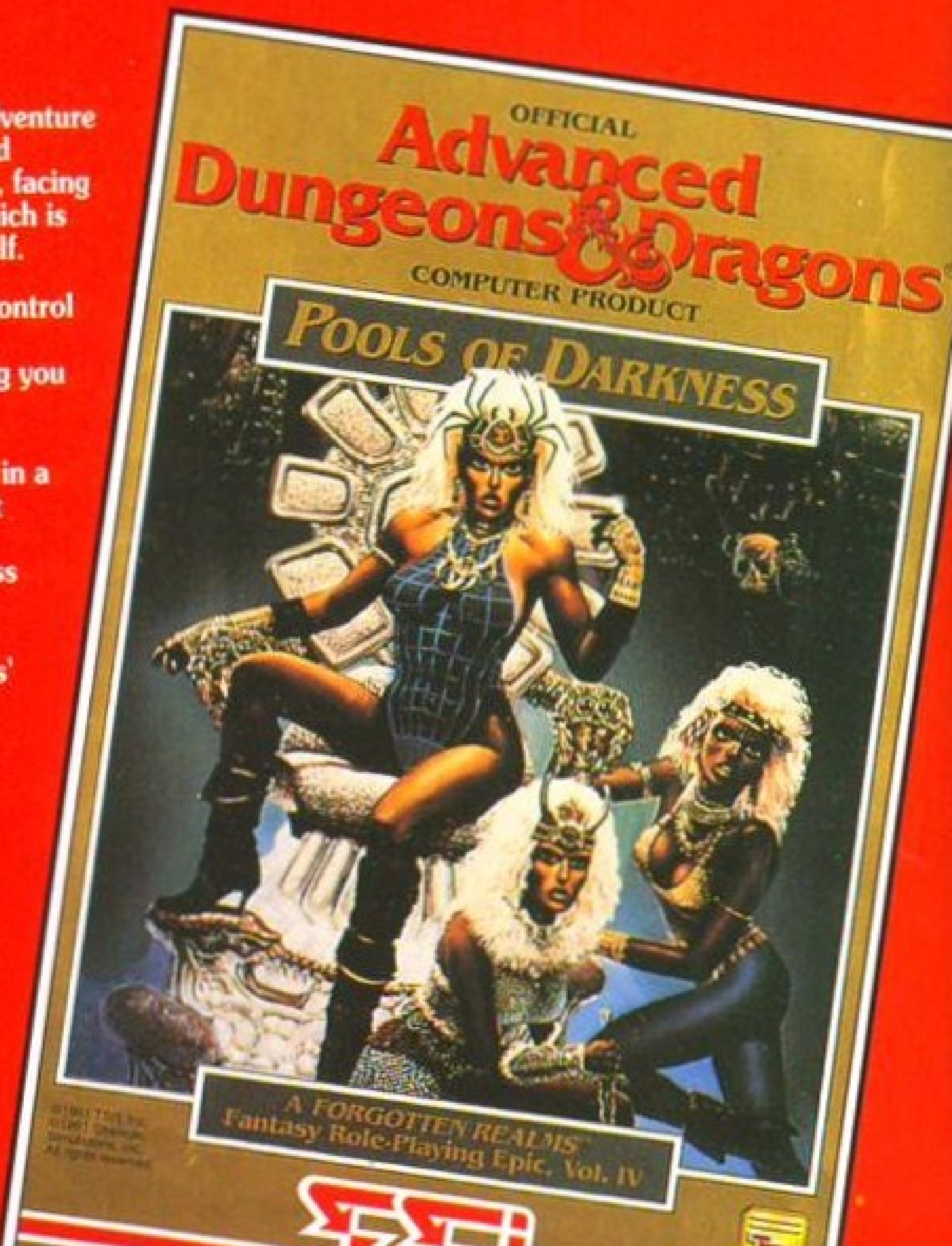
OCTOBER IS A



SHADOW SORCERER
This new concept in role-playng adventure means that in minutes you will find yourself in the thick of the action, facing many enemies not the least of which is the SHADOW SORCERER himself.

- 100% "point 'n' click" icon control (no laborious typing).
- 3D isometric play area giving you more control in the playing environment.
- Control up to 4 characters in a life or death struggle against evil.
- Hexagonal grid wilderness map for outdoor confrontation.
- 3D 'animated minatures' represent your cast of characters in real-time combat action.

Available on: Atari ST, Amiga & PC (EGA, CGA, VGA, TGA).



POOLS OF DARKNESS
First, there was POOL OF RADIANCE. Next came CURSE OF THE AZURE BONDS. Then followed SECRET OF THE SILVER BLADES. Finally, there is POOLS OF DARKNESS, the conclusion to this AD&D® Computer Game series! You've come full circle, back to the Moonsea region to fight the ultimate battle to save the FORGOTTEN REALMS™ itself. Prepare yourself for an adventure that's nearly twice as big as any other AD&D® computer game! Transfer your characters from SECRET OF THE SILVER BLADES or create new ones. Either way, you're in for high-level action that'll end this series with a bang!
Available on: Amiga & PC (EGA, CGA, VGA, TGA).



War of the Lance Available on: CBM 64/128 & PC (EGA, CGA).

Curse of the Azure Bonds Available on: CBM 64/128, ATARI ST, AMIGA (1 MEG) & PC (EGA, CGA, TANDY 16 Colour).

Pool of Radiance Available on: CBM 64/128, AMIGA (1 MEG) & PC (CGA, EGA, Tandy 16 Colour).

Champions of Krynn Available on: CBM 64/128, AMIGA (1 MEG) & PC (EGA, CGA, TANDY 16 Colour).

Secret of the Silver Blades Available on: CBM 64/128, AMIGA (1 MEG) & PC (EGA, CGA, TANDY 16 Colour).

Death Knights of Krynn Available on: CBM 64/128, AMIGA (1 MEG) & PC (EGA, CGA, TANDY 16 Colour).

Gateway to Savage Frontier Available on: CBM 64/128 AMIGA (1 MEG) & PC (EGA, CGA, VGA, TANDY 16 Colour).

Eye of the Beholder Available on: AMIGA (1 MEG) & PC (EGA, CGA, MCGA, VGA, TANDY 16 Colour).

Legend of Darkmoon Available on: AMIGA (1 MEG) & PC (EGA, CGA, MCGA, VGA, TANDY 16 Colour).

NEED HELP? CALL THE **GOLD PHONE** HINTS & TIPS LINE

HILLSFAR • DRAGONS OF FLAME • HEROES OF THE LANCE TEL: 0898 442025
CURSE OF THE AZURE BONDS • POOL OF RADIANCE CHAMPIONS OF KRYNN TEL: 0898 442026
BUCK ROGERS • SECRET OF THE SILVER BLADES • EYE OF THE BEHOLDER TEL: 0898 442030
OPERATION STEALTH • FUTURE WARS • CRUISE FOR A CORPSE TEL: 0839 654284
LUCASFILM HELPLINE • COMPETITION • INDIANA JONES • ZAK MCKRACKEN • MANIAC MANSION • LOOM • THE SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN TEL: 0839 654123
NEW RELEASES • COMPETITION TEL: 0839 654124

COMPETITION - £200.00 WORTH* OF US GOLD GAMES TO BE WON EACH MONTH | Service provided by U.S. GOLD LTD., UNITS 2/3, HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX
If you are under 18 please get permission to use the telephone. Calls cost 34p per minute cheap rate, 45p per minute all other times. * At Retail Prices

FORGOTTEN REALMS™ DRAGONLANCE® SSI® U.S. GOLD

OFFICIAL D&D® COMPUTER PRODUCTS MONTH

LOOK OUT FOR OFFERS IN THESE STORES

AVON
Antics, 8 Fairfax Street, Bristol BS1 3DP **Tel: 0272 273744**
BEDFORDSHIRE
Hobbyte, Unit 1G, The Arndale Centre, Luton LU1 2PG
Tel: 0582 457195
Dowling Computers, 3 Harper Centre, Harper Street MK40 1PW
Tel: 0234 273090
Faxminster, 18 Church Street, Dunstable LU5 4RU **Tel: 0582 475474**
BERKSHIRE
Ultima retail, Unit 2, Friars Walk, Friars Street, Reading RG1 1BX
Tel: 0734 568510
Softstore, 408 Bath Road, Slough SL1 6JA
CAMBRIDGESHIRE
Logic Sales, 6 Midgate, Peterborough PE1 1TN **Tel: 0733 349696**
CHESHIRE
High Street Micro, 18 High Street, Crewe CW2 7BN **Tel: 0270 580964**
Microfun, 25 Railway Street, Altrincham WA14 2RQ **Tel: 061 928 9299**
CLEVELAND
Microbyte, 3 South Street, Hill Street Centre, Middlesborough **(OPENING SOON)**
COUNTY DURHAM
Topsoft, 6 Wellington Court Mews, Grange Road, Darlington
Tel: 0325 486689
Chips Computer Shop, Clarkes Yard, Darlington DL3 7QH
Tel: 0325 381048
DERBYSHIRE
Gordon Harwood Computers, New Street, Alfreton DE5 7BP
Tel: 0773 836781
Microbyte, Units 19 & 20, Audley Centre, Derby **(OPENING SOON)**
DEVON
House of Fun, 7 Torhill House, Union Street, Torquay B09
Tel: 0803 290055
Antics, 30 Royal Parade, Plymouth PL1 1DU **Tel: 0752 221851**
EAST SUSSEX
Computerware, 271 Seaside, Brighton BN22 7NU **Tel: 0323 646100**
Computerwise-Brighton, 44 George Street, Kemptown, Brighton BN2 1RJ
Tel: 0273 674626
ESSEX
Game Ltd., Unit 15, Liberty Two Shopping Centre, Mercury Gardens, Romford RM1 3EE **(OPENING SOON)**
Radio 88, 88 Longbridge Road, Barking IG11 8SF **Tel: 081 594 9979**
Estuary Computers, 318 Chartwell North, Victoria Circus Shopping Centre, Southend on Sea SS2 5SR **Tel: 0702 614131**
GLOUCESTERSHIRE
Antics, 79 Northgate Street, Gloucester GL1 2AG **Tel: 0452 410693**
HAMPSHIRE
Game Ltd., Unit 12, Bargate Shopping Centre, Southampton
Tel: 0703 237771
Ultima Retail, 118 East Street, Southampton **Tel: 0703 639419**
The Micro Centre, 15 London road, Portsmouth PO2 0BQ
Tel: 0705 697802
HEREFORD & WORCESTER
Comtazia, 8 Meal Cheapen Street, Worcester WR1 2DH
Tel: 0905 723777
Antics, 16 St Swithin Street, Worcester WR1 2PS **Tel: 0905 22075**
HERTFORDSHIRE
Logic Sales, 5 Lynton Parade, Cheshunt EN8 8LF **Tel: 0992 25323**
Faxminster, 25 Market Square, Hemel Hempstead HP1 1ER
Tel: 0442 55044
HUMBERSIDE
Tomorrow's World, 27/33 Paragon Street, Hull **Tel: 0482 24887**
Microbyte, Unit G45, Eastside Mall, Princes Quay, Hull HU1 7YB
Tel: 0482 588581
Microbyte, 5 Pasture Road, Goole DN14 6BB **Tel: 0405 763183**
Microbyte, Unit F2, 13 Flottergate Mall, Freshney Place, Grimsby **(OPENING SOON)**
KENT
Allders of Bromley, High Street, Bromley BR1 1HJ **Tel: 081 464 6533**
Hi-Tek, 245 Broadway, Bexley Heath DA6 8DB **Tel: 081 303 4862**
Terri's Comp & Video, 292 High Street, Orpington BR6 0NF
Tel: 0689 21515
Megabyte, 72 High Street, Tunbridge Wells TN1 1YB **Tel: 0892 34652**
Invicta Software, 82 Grosvenor Road, Tunbridge Wells TN1 2AS
Tel: 0892 511542
Silica Shop, 1-4 The Mews, Hatherley Road, Sidcup DA14 4DX
Tel: 081 302 8811
LANCASHIRE
Vudata, 203 Stamford Street, Ashton upon Lyme OL6 7QB
Tel: 061 339 0326
PV Computers, 104 Abbey Street, Accrington BB5 1EE
Tel: 0254 235345
Microbyte, 11 Friar Gate Walk, St Georges Centre, Preston PR1 2NG
Tel: 0772 882243
Microbyte, 24 Church Street, Blackpool **(OPENING SOON)**
LONDON
Arding & Hobbs, Clapham Junction, SW0 11QL **Tel: 071 228 8877**
Electric Dreams in Harrods, 87 Brompton Road, Knightsbridge SW1 7XL
Tel: 071 730 1234
Logic Sales, 19 The Broadway, The Bourne, Southgate N14 6PH
Tel: 081 882 4942
Pilot Software, 32 Rathbone Place W1P 1AD **Tel: 071 636 2666**
Silica Shop, 52 Tottenham Court Road W1P 0BA **Tel: 071 580 4000**
Microbyte, 80 Oxford Street W1 **(OPENING SOON)**
MANCHESTER
Game Ltd., Unit 59, Barbirolli Square, The Arndale Centre
Tel: 061 839 5101
The Games Store, 121 Market Way, Arndale Centre M4 2EA
Tel: 061 832 0878
Microbyte, 176 Halle Mall, The Arndale Centre M4 2HU
Tel: 061 832 1438
MERSEYSIDE
Microbyte, 129 St Georges Way, St Johns Centre, Liverpool L1 1LY
Tel: 051 707 1931
NORFOLK
Prism Leisure, 167a Kings Street, Great Yarmouth NR30 2PA
Tel: 0493 853379
One Step Beyond, 11a Castle Meadow, Norwich NR1 3DE
Tel: 0603 663796
NORTHAMPTONSHIRE
A-Z Leisure, 23a Lower Mall, Weston Favell Centre, Northampton NN3 4JZ
Tel: 0604 414528
Northampton Computer Centre, 13 Abington Square, Northampton NN1 4AE **Tel: 0604 231371**
NORTH YORKSHIRE
Yorcom, 9 Davygate Arcade, York Y01 2SU **Tel: 0904 641862**
NOTTINGHAMSHIRE
The Computer Shop, Unit 250, Victoria Centre, Nottingham NG1 3QQ
Microbyte, 109 Upper Broadwalk, The Broadmarsh Centre, Nottingham NG1 7LL **Tel: 0602 586454**
SCOTLAND
Vics Computer Supplies, 31-33 South Street, Perth PH2 8PD
Tel: 0738 36704
SHROPSHIRE
STD Communications, 21 Wyle Cop, Shrewsbury SY1 1XB
Tel: 0743 231763
SOMERSET
Taunton Micro Centre, Unit 35, Old Market Centre **Tel: 0823 336118**
SOUTH YORKSHIRE
Gemsoft, 28 Furnival Gate, Sheffield S14 QP **Tel: 0742 757070**
Microfun, Unit 12, Guardian Centre, Rotherham **Tel: 0709 360000**
Custom Games, 22 Carver Street S1 4FS **Tel: 0742 752732**
Microbyte, 20 Cleveland Street, Doncaster DN1 3EF **Tel: 0302 329999**
Microbyte, 56 High Street, Meadowhall Centre, Sheffield SN1 1EN
Tel: 0742 568537
STAFFORDSHIRE
Burton Software, 51-52 High Street, Burton upon Trent, DE14 1JS
Tel: 0283 34388
AR Computers, 150 Newport Road, Stafford ST16 2EZ
Tel: 0785 222551
Format Five, 3 Bolebridge Mews, Tamworth B79 7PA **Tel: 0827 55445**
Software City, 59 Forgate Street, Stafford ST16 2PR **Tel: 0785 41899**
Miles Better Software, 221 Cannock Road, Chadsmore, Cannock
Tel: 0543 466577
Castle Computers, 2 William Clones St, Burslem ST6 3AP
Tel: 0782 575043
Fosters, 59 Tamworth Street, Lichfield **Tel: 0543 262341**
SUFFOLK
Bits 'n' Bytes Computers, 8/12 Dial Lane, Ipswich IP1 1DL
Tel: 0473 233678
SURREY
Allders of Camberley, High Street, Camberley, G15 33A
Tel: 0276 692122
Electric Dreams in Allders, Whitgift Centre, Croydon CR9 1NN
Tel: 081 681 2577
Allders of Sutton, High Street, Sutton SM1 1ES **Tel: 081 642 6000**
Ultima Retail, Unit C, Whitelion Walk, Guildford GU1 3DW
Tel: 0483 506939
Barkman Computer Services, First Floor, Cardinals of Kingston, 6/9 Market Place, Kingston upon Thames KT1 1JY **Tel: 081 546 5941**
Antics 89e Woodbridge Road, Guildford GU1 4QD **Tel: 0483 391115**
TYNE & WEAR
Marcliff Computers, 43 Stockton Road, Sunderland SR1 3NR
Tel: 091 567 8975
The Games Store, 8 High Friars, Newcastle NE1 1HH
Tel: 091 261 6260
The Computer Shop, 9 Maritime Terrace, Sundreland SR1 3JT
Tel: 091 510 8142
Microbyte 46/47 The Greenmarket, Newcastle upon Tyne NE1 7YB
Tel: 091 261 9050
Microbyte, 56 Garden Walk, The Metro Centre, Gateshead NE9 6PF
Tel: 091 460 6054
WALES
E.C Computer Centre, 2nd Floor, Glamorgan House, David Street, Cardiff CF1 4EF **Tel: 0222 390286**
Bud Morgan, 22 Castle Arcade, Cardiff CF1 2BW **Tel: 0222 229065**
Microbyte, 12 Globe Lane, Lanes Shopping Centre, Carlisle **(OPENING SOON)**
WARICKSHIRE
Spa Computer Centre, 68 Clarendon Street, Royal Leamington Spa CV32 4PE **Tel: 0926 337648**
WEST MIDLANDS
Game Ltd, Unit 22 The Pavilions, Birmingham, B4 7SL
Tel: 021 643 4979
Game Ltd, Unit 22 West Orchards Shopping Centre, Smithford Way, Coventry CV1 1QX **(OPENING SOON)**
Watchdog Home Entertainment, 40 Queen Street, Wolverhampton WV1 3JW **Tel: 0902 313600**
Comtazia, 204 High Street, Dudley DY1 1QQ **Tel: 0384 239259**
Software City, 3 Lichfield Passage, Wolverhampton WV1 1DZ
Tel: 0902 712703
Venture TV, Broad Street, Sidemoor, Bromsgrove B61 8EL
Tel: 0527 72650
Software City, 1 Goodall Street, Walsall WS1 1QG **Tel: 0922 24821**
Comtazia, Merry Hill Centre, Brierly Hill DY5 1SB **Tel: 0384 261698**
Comtazia, 4-6 The Arcade, Walsall WS1 1RE **Tel: 0922 614346**
Computer-Wize, 394 Birmingham Road, Wylde Green Sutton Coldfield B72 1YJ **Tel: 021 382 3252**
Microbyte, Unit 424, Grand Parade, Bull Ring Centre, Birmingham **(Opening Soon)**
WEST SUSSEX
Worthing Computer Centre, 7 Warwick Street, Worthing BN11 3DF
Tel: 0903 210861
Crawley Computers, 54 The Boulevard, Crawley RH10 1XW
Tel: 0293 561656
WEST YORKSHIRE
Game Ltd., Unit 2.8, Victoria Walk, Schofield Shopping Centre, Headrow, Leeds LS1 9JE **(OPENING SOON)**
The Computer Shop, Unit 7, Burton Arcade Leeds LS1 6HQ
Tel: 0532 340455
Computer Man, Asda Complex, Shipley BD18 3QH **Tel: 0274 599837**
Microbyte, 23 Leeds Road, Ilkley Tel: 0943 603392
Microbyte, 1 Kirkgate Mall, the Kirkgate Centre, Bradford BD1 1TE
Tel: 0274 308829
Microbyte, 33 Kirkgate, Wakefield WF1 1HS **Tel: 0924 376656**
Microbyte, 40 Victoria Quarter, Leeds LS1 **Tel: 0532 450529**
WILTSHIRE
Antics, 8 Regent Circus, Swindon SN1 1JQ **Tel: 0793 430417**

AND IN THESE VIRGIN OUTLETS

AVON
Virgin Retail, 18 Merchant Street, Bristol BS1 3ET **Tel: 0272 294779**
EAST SUSSEX
Virgin Retail, 157-161 Western Road, Brighton BN1 2BB **Tel: 0273 23216**
LONDON
Virgin Megastore, 14-16 Oxford Street W1N 7AP **Tel: 071 631 1234**
Virgin Retail, 22-23 North Street, Guildford GU1 4TA **(OPENING SOON)**
Virgin Retail, 80 North End, Croydon, Surrey CRU IUJ **(OPENING SOON)**
Virgin Retail, 68 High Street, Bromley, Kent BR1 1EG **(OPENING SOON)**
Virgin Retail, 527 Oxford Street W1R 1DD **TEL: 071 491 8582**
Virgin Retail, 64-66 Clarence Street, Kingston upon Thames KT1 1NN **Tel: 081 547 1122**
Virgin Games, 100 Oxford Street W1A 9LA **Tel: 071 637 7911**
NORTHERN IRELAND
Virgin Retail, 14-18 Aston Quay, Dublin 2 **Tel: 010 3531 777 361**
Virgin Retail, Unit 1c, Castlecourt, Royal Avenue, Belfast BT1 1DD **Tel: 0232 236623**
NOTTINGHAMSHIRE
Virgin Retail, 6-8 Wheelergate Nottingham NG1 2NB **Tel: 0602 476126**
OXFORDSHIRE
Virgin Retail, Unit 6, Westgate Centre, Oxford OX1 1NZ **Tel: 0865 798300**
SCOTLAND
Virgin Retail, 131 Princes Street, Edinburgh EH2 4AH **Tel: 031 225 4583**
Virgin Retail, Unit 4, Lewis' Building, Argyle Street, Glasgow **Tel: 041 221 2606**
Virgin Retail, 28-32 Union Street, Glasgow G1 3QX **Tel: 041 221 0103**
WALES
Virgin Retail, Units 7-9, Capital Arcade, The Capitol, Queens Street, Cardiff CF1 **Tel: 0222 388273**
WEST MIDLANDS
Virgin Retail, 98 Corporation Street, Birmingham B4 6SX **Tel: 021 236 2523**
WEST YORKSHIRE
Virgin Retail, 94-96 The Briggate, Leeds LS1 6BR **Tel: 0532 443681**
SOUTH YORKSHIRE
Virgin Retail, Meadowhall Shopping Centre, 81 High Street, Sheffield S9 1EN **Tel: 0742 569060**

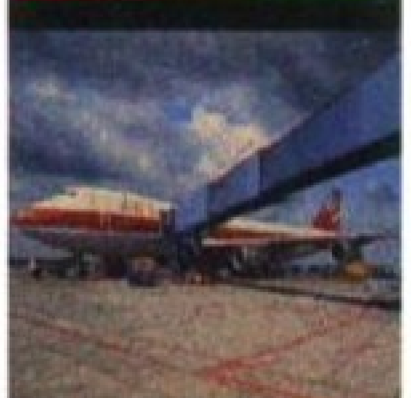
If True Colour is the biggest breakthrough yet in graphics technology, then this must be the biggest breakthrough in price: a 24-bit system for the A500 that costs about the same as a 20Mb hard drive. **BRIAN LARKMAN** finds out whether this can possibly be for real...



HAM-E

24-Bit Graphics Enhancer ■ £300
Black Belt Systems









IT COULD ONLY HAPPEN on the Amiga. While all the big boys in Amiga graphics are beavering away producing amazing 24-bit hardware and software for the professional market at professional prices – in other words, hugely expensive – a bunch of innovative enthusiasts have been quietly inventing a new True Colour system that we can all afford. HAM-E offers 24-bit colour on an Amiga 500 (while other 24-bit systems only work on an Amiga 2000), uses a regular 1084 monitor (rather than an expensive Multisync), is fully compatible with all your existing software and even comes with a good paint program and a brilliant image-processing system thrown in for no extra money. Sounds like a complete bargain for £300, doesn't it? That's because it's not actually 24-bit throughout: instead, HAM-E uses an ingenious piece of lateral thinking.

HAM-E, like HAM before it, is a clever 'trick' that persuades the Amiga to show off many more colours than anyone thought possible even three or four years ago. With a sharp bit of logic and some ingenious hardware HAM-E can display up to 256 colours chosen from 16 million in standard 'Register' mode, or about 256,000 colours in HAM-E mode, an extended version of the ordinary HAM.

So how does it work? Well, HAM-E is based on a very simple trick. It uses a hi-res display inside the computer (640x256 non-interlace) but actually displays each pair of pixels as just one pixel, to give an apparently low-resolution screen. On a high resolution screen each pixel has four bits of colour, which gives 16 colours or 'registers' (2x2x2x2). Each **pair** of pixels therefore has eight bits of colour which is 256 colours (2x2x2x2x2x2x2x2).

The hardware controls the display by examining the first few pixels of the image, over four to eight scanlines. If it finds the right combination of colours at the top-left corner of the image (a small block called the 'magic cookie'), HAM-E is 'triggered'. If the basic 8-bit registers are used 'straight', images can have 256 colours from 16 million. This is the Register or 'Reg' mode. It is also possible to use the information in the 'magic cookie' to set up more registers that allow the extended HAM mode, HAM-E...

Normal HAM uses six bits for each pixel. The first two are for control, the other four contain data that defines either one of the 16 colours in the palette you have chosen or the level of one colour; Red, Green or Blue. Each pixel, therefore, is either a palette colour, or is derived from the previous pixel with its R, G, or B value changed. HAM-E mode uses a similar trick but with eight bits for each pixel and a 256 colour rather than 16 colour register. Frankly it is all a bit more complex than this description but in effect HAM-E mode gives a possible 256,000 colours on screen, and 256 basic palette colours from which these are derived, so there is virtually no 'fringing' (that messy blur of colour sometimes seen on HAM pictures).

A final trick is offered by the optional extra add-on, HAM-E Plus. This version costs £100 more but can separate each pair of pixels in the hi-res display, making every other one the average of those on either side, providing a sort of hardware anti-aliasing.

HAM-E is bundled with two pieces of software, a Reg mode paint program – *RegPaint* – and a 24-bit image-processing system, *Image Professional*. Both programs were still under development until recently, so their manuals are on disk, making learning them doubly difficult. Black Belt have assured us that full manuals will be sent to all registered users of HAM-E this summer.

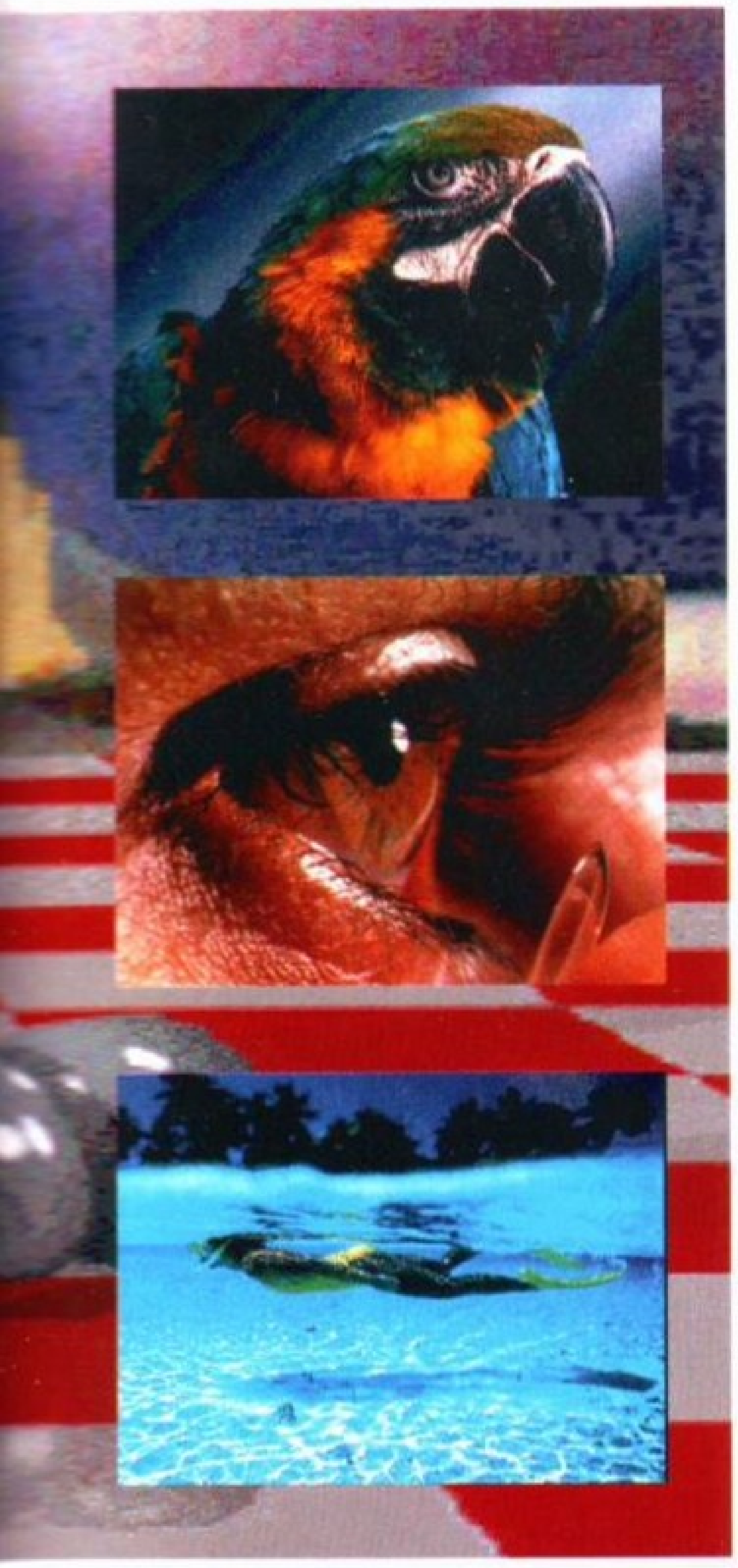
OK, that's the hype over. Now, how well does it actually work? Let's get one thing straight first: the definition of 'True Colour' depends on who is defining it. To display 16 million colours you would need a 4,000 by 4,000 pixel screen (about 60 times the size of the Amiga's in Hi-Res mode). No current system in the world is this big. True Colour

THE HAM-E HARDWARE



One of the main reasons HAM-E is such an attractive prospect is that the hardware is a separate box, rather than a plug-in card. This means it can be used with any Amiga, even a humble A500.

Register Paint





By abandoning conventional Icon Palette and pull-down menu combination means that the RegPaint tool palette seems rather crowded and confusing. No Polygon Tool, only single pixel Built-In brush and no indication of FG and BG colours.

therefore means having 16 million to choose from. This allows really smooth gradations of subtle hues – like the colour of skin. But it also means every pixel being any one of that 16 million — so the 256 colour choice of Register mode is not True Colour, but the 256,000 colours of HAM-E mode are.

Whichever mode you use the system in it is amazing, especially with decent software like *Image Professional.* Even *RegPaint*, the powerful but difficult to learn Register mode paint program bundled with the system, shows its potential. Using a well thought-out system like Oxxi's *SpectraColor*, some excellent results should be possible. Eventually many software producers should include HAM-E support: ASDG's Art Department Professional already does and a new HAM-E version of Holosoft's paint package *The Graphics Workshop* is on the way very soon.

In most cases even non-HAM-E software is transparent to the system, though loading HAM-E images into *Deluxe Paint III* causes some colour distortion, as if it were a HAM program. Most viewer utilities display HAM-E images perfectly.

There are some limitations, but none seem that serious unless you have an A3000. When you first get the system it has to be set up. The review version seemed to work well straight from the box, so I didn't bother (I never did like manuals). Soon it became obvious that part of the setup was necessary. Using any

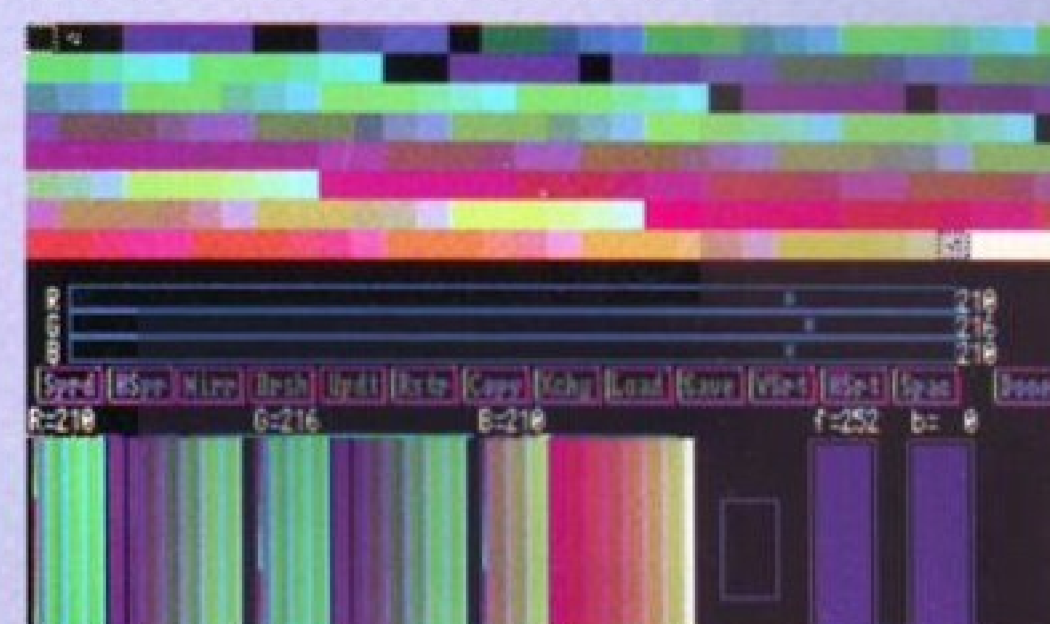
THIS IS A POWERFUL AND comprehensive Reg mode paint program that shows off the awesome potential of the HAM-E system. There is a problem with it though, it's a real bitch to use!

On booting up the user is presented with an icon tool palette across the bottom of the screen containing most of the usual drawing and painting tools. Several of these bring up further icon palettes or requestors. Many of the common tools work in a conventional way. It's when you start to use the 'power' tools that should really be utilising the potential of all those colours, that the problems start.

The trouble really stems from using a non-standard interface. Most of the people who are likely to buy the HAM-E system are going to be experienced with Amiga graphics. They will have cut their computer graphic teeth on *Deluxe Paint* and then progressed to *Photon Paint* or *DigiPaint*. All of those paint programs (and almost every other successful paint system) use a combination of simple icons and pull-down menus as a user interface, plus common key-press equivalents (ie j for spare screen). It is a tried and tested system that works. There is no reason to change unless the new system offers great advantages of speed and ease of use. *TV Paint* (reviewed on Page 40) for example has broken away from the convention with some success, using a brilliant icon-only approach that is a joy to use. *RegPaint* on the other hand is no joy.

Why is this? Well the icon palette contains large multicoloured buttons which are too large, the colours confusing and the drop-shadowed text used for lettering is far too obscure. In several cases two icons are used when surely a double-click or right-button-click on the same icon would do, like in *Deluxe Paint*. Fill and Fill tools, Brush and Brush tools are examples. There is no indication of FG or BG colour or of current range or range type.

If Black Belt had employed a designer with experience of computer painting to redesign the interface, then RegPaint would be an excellent program.



The palette is reasonably comprehensive and straightforward considering it supports colour ranges, EFX ranges and Glow ranges. Selecting the range colours and spreads with the left and right buttons means that the FG and BG colours are constantly being changed. Because there is no indication of this on the working screen, mistakes are inevitable. (The boxes at the bottom contain a slice of the colour cube like PhotonPaint or DigiPaint. This seems to be impossible to capture in a screen grab.)



Having a reasonable number of colours in the palette means that quite good real airbrush effects can be attempted using Gradient Fills. (The Airbrush tool is next to useless for this sort of job). The Fill tools are comprehensive enough, but the vital 'directional' Radial fill is rather crude. A radial line denoting light direction like that used in DPaint IV is much more effective.

Image Professional

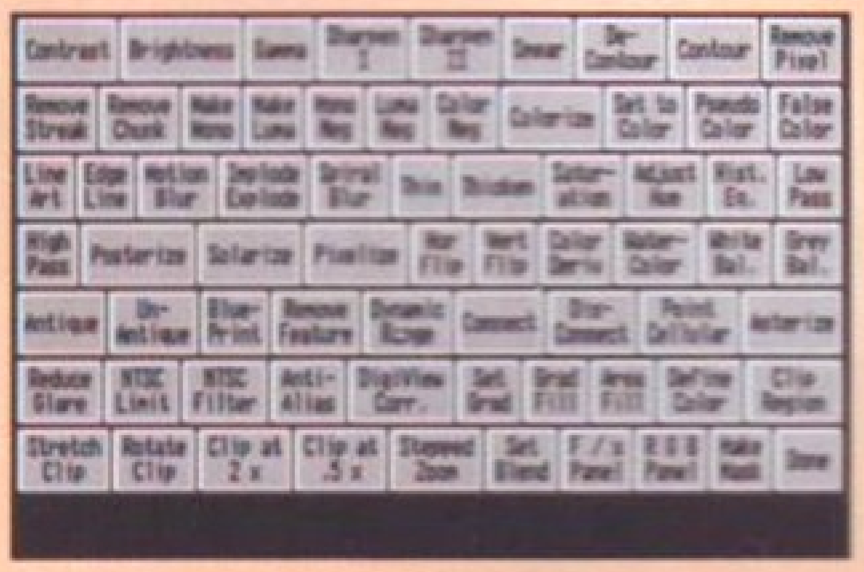
QUITE THE MOST comprehensive 24-bit image processing tool ever developed for the Amiga – probably even for any micro-computer. The range of features, the degree of user control on all of the possible options, the interconnection of its utilities is so great that the program might have been overwhelming. Instead, though, it is very approachable and is relatively easy to use, encouraging an almost addictive desire to experiment.

In contrast to RegPaint, the 'button only' approach works - possibly because text labels rather than obscure icons have been used. Ironically, the only place where conventional icons might have helped is in the Paint Panel, just because designers would feel more at home with familiar tools. Nevertheless, with a few hours practice, operation is quite intuitive.

The range of processing operations available is huge. To get an idea of the range simply take a look at the control panel. Most of the processes work extremely well and do what you would expect from their description.

Processing can be applied to any area of the screen in any shape, or to the entire screen. Any number of buffers for other images can be set up (limited by memory). Several pictures can be loaded and clips taken from one or more of them. All buffers are clearly labelled by name and can be composited together and/or used to apply other processes. Virtually any transformation can be applied, the only limitation is your imagination and, it must be said, your patience.

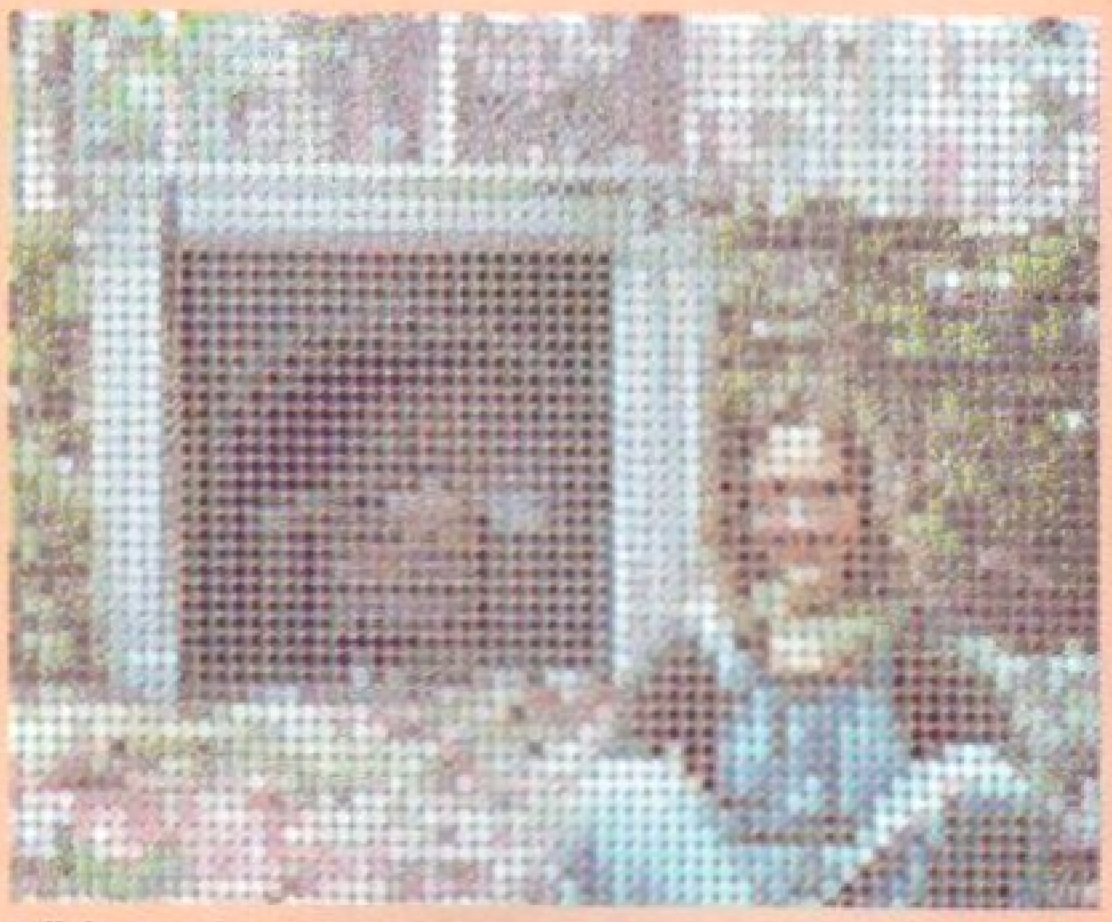
Not surprisingly, 24-bit image processing takes time and memory. Many of the operations available take several minutes – and some take hours! Here is the best case yet for an accelerator and extra memory. The program tries to help however by giving a wide range of display options. Most processing operations can take place in greyscale or 256 colour Reg mode giving you an acceptable idea of the results. Later the image can be displayed at its best in 24-bit HQ HAM-E mode.



The vast range of image-processing options available are shown from the control panel. Some of these open to other arrays of options. Although once again the conventional icon tool panel/ pull-down-menu combination has been abandoned, in this case the system works very well. The icons and text are very clear and the simple layout encourages experiment. It might have been better if the buttons leading to more tools (RGB, F/X etc) had been distinguished with another colour.



Original Picture



Cellular Pixelisation



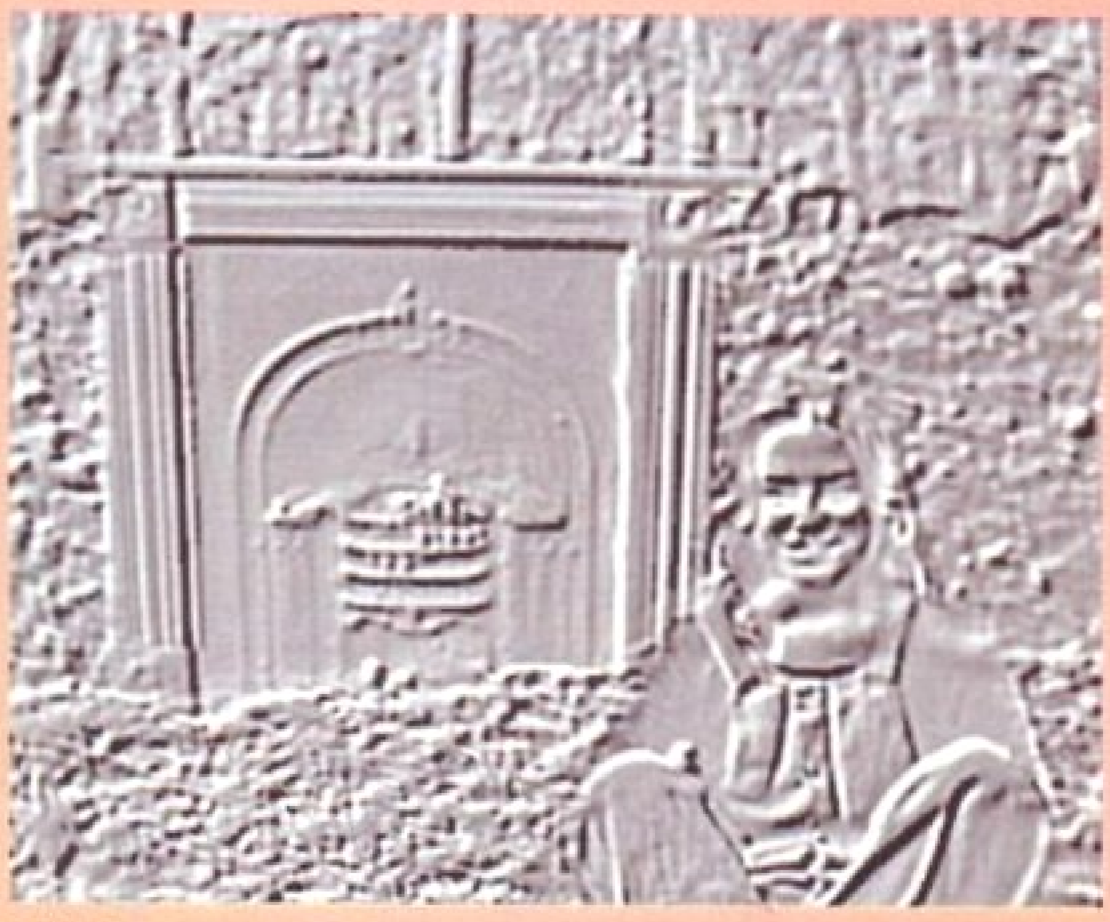
Explode



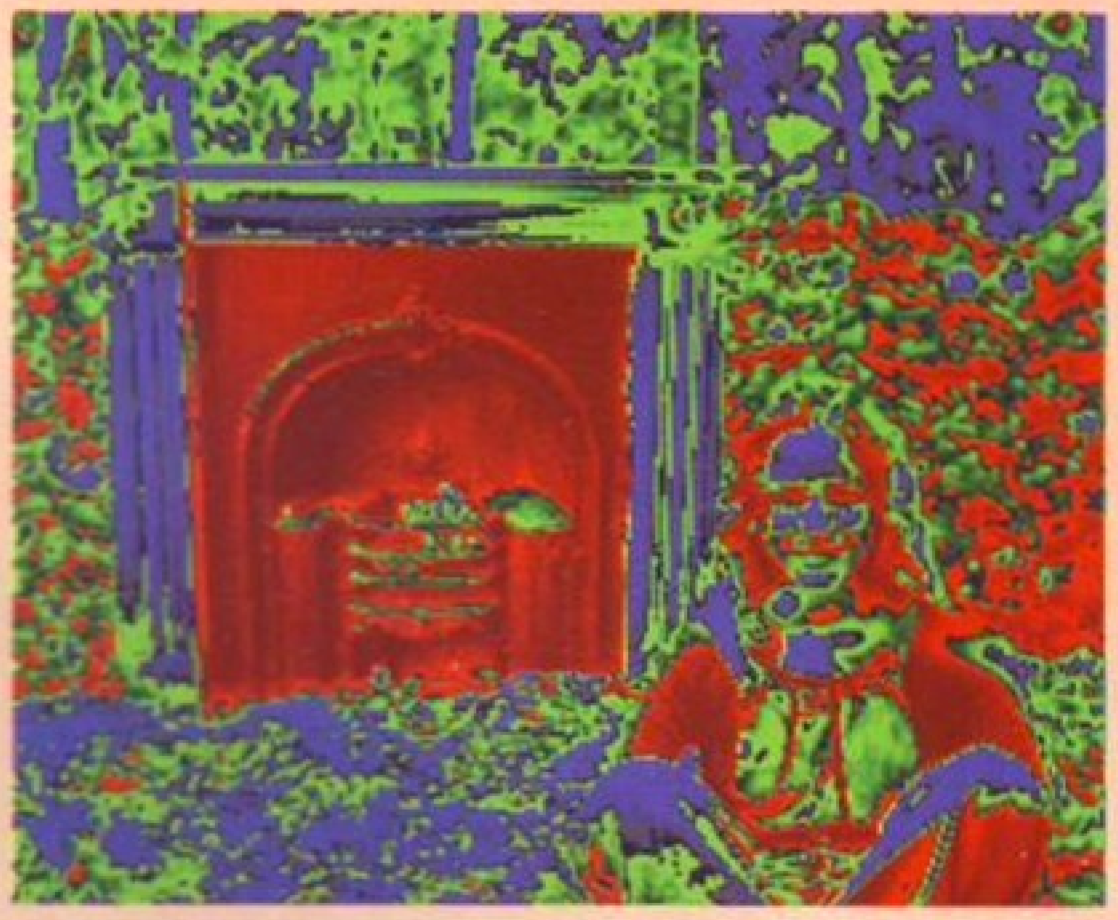
False Colour



Oil Brushed



Relief



Solarise



Spiral Blur



Contour Line



Emboss and Blur



High Pass Filter



Motion Blur



Shaded Elevation (Sea level height set)



Shine



Watercolour Painting effect



Zigzag – crumpled foil effect

palette 0,0,0 was not black but dark blue. This means adjusting the RGB Black level. A bit of a pain to set up – but not beyond anyone who has fitted extra memory to an A500.

The way HAM-E works means that you lose the top few lines of your display for the Magic Cookie. For True Colour it seems a fair exchange. Also it only works in what is, in effect, low resolution, with or without interlace. Nevertheless, all normal Amiga hi-res modes will still work in the normal 16 colours, on top of which larger images can be loaded into the two bundled HAM-E programs and scrolled around, though even with 6Mb of RAM including 1Mb of chip RAM, 640x512 pictures caused both programs to crash. 2Mb of chip RAM seems in order.

Black Belt claim that HAM-E will work with ALL Amigas. Nothing, though, is ever that simple. Terry Cox of Leisure Systems, York pointed out that the Denise chip fitted to all PAL A3000s and other PAL ECS machines (are there any?), has a bug that causes problems when using HAM-E. CheckMate, the UK distributors of HAM-E, who isolated the problem, suggest that an old Denise is used temporarily. Eventually, if Commodore don't fix the chips, some sort of piggy-back board with both sorts of Denise on-board may have to be devised.

The final problem is again no fault of HAM-E, but there was a mention of it in those unread manuals on disk. Bugs in AmigaDOS 1.3.2 mean that opening several interlace screens at the same time as a non-interlace screen can cause a system crash. If your Workbench is set to interlace, like mine, the HAM-E software will keep crashing with interlace images, like mine. Three days later I read the manuals.

The competition is limited. The closest at the price is a similar system called DCTV from Digital Creations, but that is unavailable in this country. Full 24-bit frame buffers are in a different league altogether, both in price and in the additional hardware and software they need. So if you want a taste of the True Colour action, but at low resolution and a low price, then HAM-E is the only way to go…

HAM-E

SPEED ●●●

Reasonable for a 24-bit system. An accelerator is almost essential for *Image Professional*.

DOCUMENTATION ●●

On disk at the moment so difficult to use. 156 pages to print! Good reference but no tutorials.

ACCESSIBILITY ●●●

The hardware is fairly simple. *RegPaint* poor, *Image Pro* good. Lots more support coming.

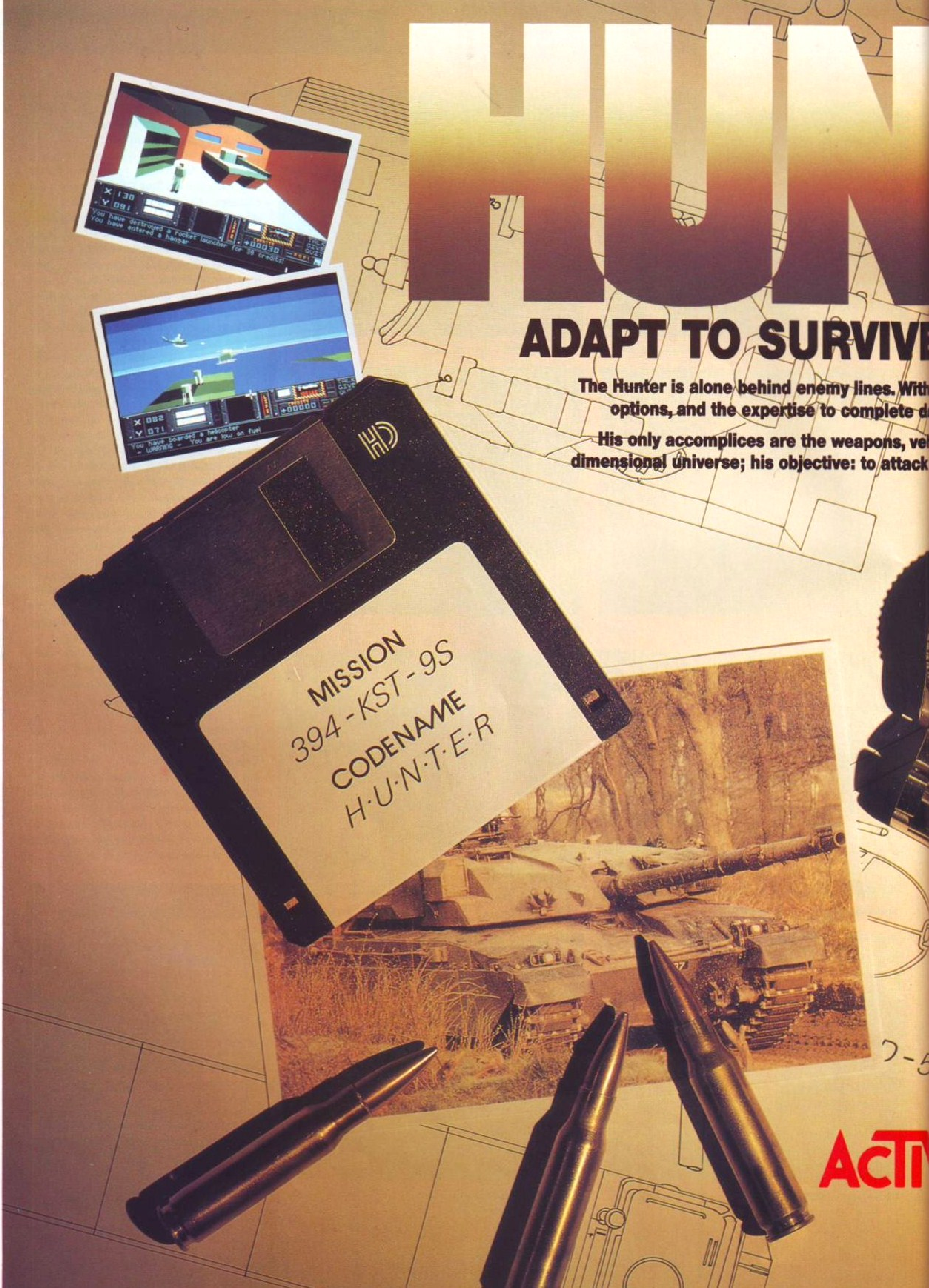
FEATURES ●●●●

24-bit colour on an A500 with brilliant image processing and useable painting. Great.

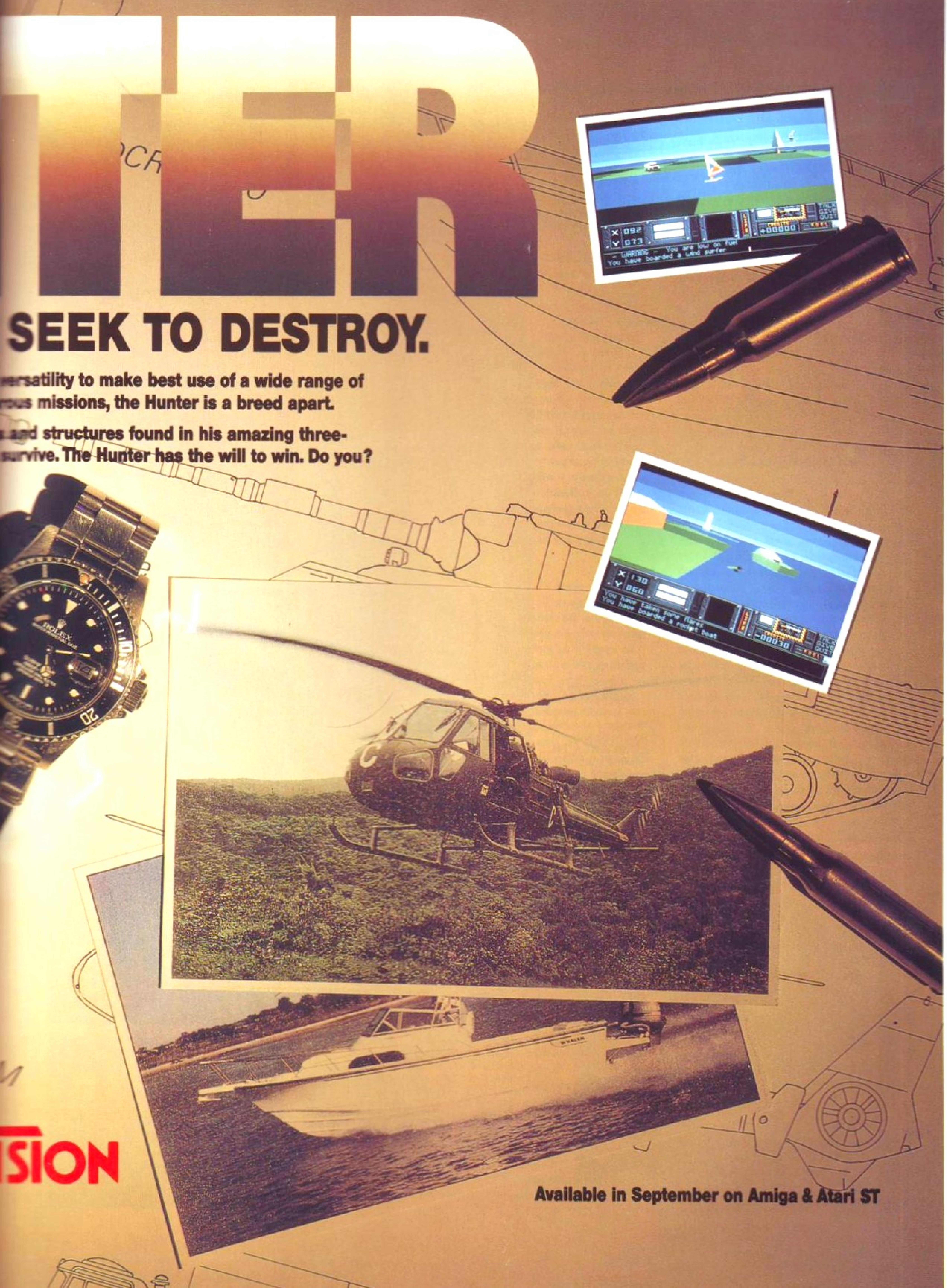
VALUE ●●●●●

Ten extra useable colours per penny. This has to be the bargain of the year.

AMIGA FORMAT Verdict **90%**



HUN
ADAPT TO SURVIVE
The Hunter is alone behind enemy lines. With
options, and the expertise to complete d
His only accomplices are the weapons, vel
dimensional universe; his objective: to attack
You have destroyed a rocket launcher for 38 credits!
You have entered a hangar
You have boarded a helicopter
- WARNING - You are low on fuel
MISSION
394-KST-9S
CODENAME
H·U·N·T·E·R


TER
SEEK TO DESTROY.
ersatility to make best use of a wide range of
rous missions, the Hunter is a breed apart.
and structures found in his amazing three-
survive. The Hunter has the will to win. Do you?
ISION
Available in September on Amiga & Atari ST

16 million colours means you can now have images on your Amiga screen that look as good as the best photographs. But how do you get them there? **Paul Lyons** looks at a new product that puts the power of the Sharp range of scanners under your control.



Professional Scan Lab II

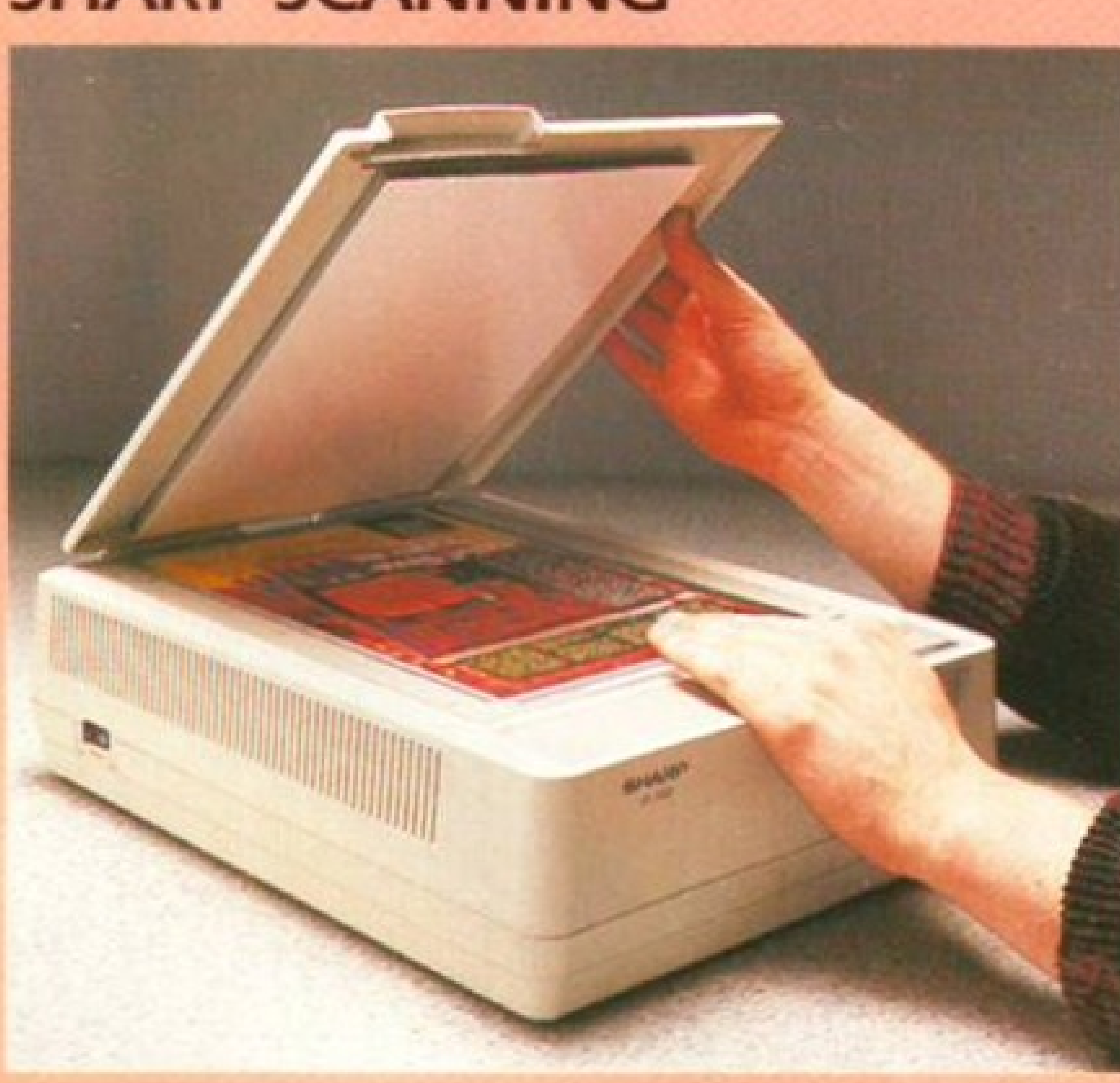
ASDG Incorporated ■ £599+VAT

IN THE LAST issue we looked at *Art Department Professional* – one of the first image processing programs that let you manipulate 24-bit images on your Amiga. But, I hear you ask, how do you get those images into your Amiga in the first place? You could of course use a digitiser, but few of the ones that are currently available grab pictures in true 24-bit colour. The way that professional colour imaging systems work is by using a colour flatbed scanner to feed images into the system. In the past these have been expensive and hard to interface to the Amiga, but with the ever increasing interest in 24-bit colour, prices are susequently dropping...

The standard interfaces on the Amiga are too slow for the vast amount of data that makes up a 24-bit image (a 4Mb scan takes over an hour to feed through the serial port at 9600 baud) so Professional Scan Lab II uses its own board which plugs into an expansion socket in an A2000 or A3000. The board is

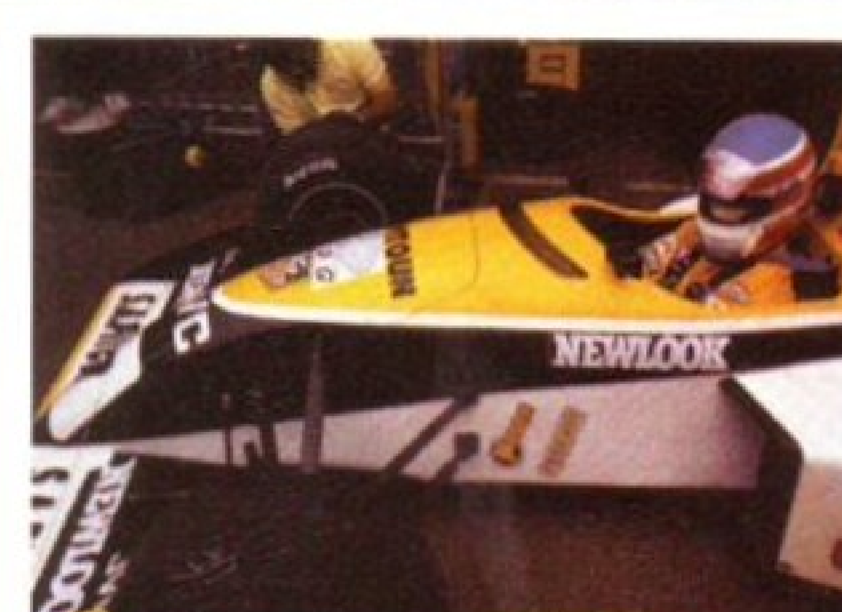
All the images on these pages were scanned using Professional Scan Lab II on an A2000 with 7Mb of RAM. The largest scans were saved directly to disk. Although this takes more time it allows users with less memory to create large scans.

SHARP SCANNING



Regular readers of *Amiga Format* will know that we're big fans of Sharp's range of colour scanners. Back in *AF* 22 we gave five stars to the Sharp JX-100/Scan Lab 100 package. OK, so it only scans up to 200dpi and in 16- not 24-bit, but at £545+VAT it's considerably cheaper than the Pro Scan Lab II software/board combination – and that's without a scanner.

After the JX-100, comes the JX-300. This is a 300dpi full 24-bit, full A4 flatbed scanner that gives amazingly fab results like, er, well like the ones on these pages which were all done using an Amiga A2000 and a JX-300. At £1,320+VAT it's not cheap, per se, but it's very cheap for a full-colour scanner of this quality. Next in the range comes the JX-450, an A3 version of the JX-300, which also scans at 300dpi. There's also an optional attachment that allows you to scan transparencies at 300 dpi, but it has to be said it's not up to the standard set by the rest of the scanner. For high-quality slides you really need the big brother of the range, the JX-600. This is a 600 x 600dpi, full-colour scanner that comes complete with an additional overhead light source designed specifically for scanning trannies. The price? Well if you need to ask you can't afford it, but since you ask it's £11,995+VAT...







actually a General Purpose Interface Board (GPIB – an industry standard) from National Instruments and can be used to power a wide range of devices from scanners and printers to industrial machinery.

Along with the internal card, the package includes the software, a heavy-duty lead and a pair of pamphlet-like manuals. Installation is pretty simple: open the case and plug the board into the first available slot and, er, put the case back on.

The manuals are a bit pathetic really. The "User's Manual" is just two sheets of A4 folded into an A5 booklet. Out of this only half a page or so is of any use and that only tells you how to slot the board into your machine. The other manual is titled "Scanner Controller for *Art Department Professional*", which isn't exactly true as the software is a stand-alone application which can produce 24-bit scans for use in any program that can take them. However, clicking the right button allows you to run Pro ScanLab II from within *Art Department Professional*, as if it was a part of the main program.

Scanning itself is pretty simple, but there are a few things you have to decide before clicking the button (see Six Easy Stages to Perfect Scans). Once you've decided how big and at what resolution to scan your image a pre-scan will allow you to crop the image after which you can set the resolution, brightness and bit depth (1-bit, 8-bit, 24-bit, etc) before performing the final scan. In addition, Pro Scan Lab II lets you add one of four levels of edge enhancement (dull, none, medium or strong) and a strange measure called Gamma (a similar measure to contrast, but implemented in the hardware of the Sharp scanner – it helps to hold difficult highlight and shadow detail).

A couple of niggles here: firstly Gamma can only be on or off, but in reality it has its own scale of measurement with an absolute maximum of around 4.00 (imaging a TV with a brightness controlk that is only on or off and you'll see what I mean). Also, the package uses two separate, but similar control panels for preview and final scans, which is a bit unnecessary and initially confusing.

Professional Scan Lab II manages to be both impressive and disappointing at the same time. On the plus side, the quality of the images on these pages speak for themselves. On the negative side it's expensive (almost half as much again as the actual scanner) the good-looking interface isn't actually all that clear, and supplying manuals of this quality with a £600+ package is clearly taking the Michael. However, if you can justify the large cash outlay then Professional Scan Lab II will give you the best 24-bit scans ever to be seen on the Amiga.

24-bit imaging is becoming big business and you can expect to see many new scanner/software packages appearing over the next few months. Who knows, even the price of Scan Lab Pro II may come down. If you're looking for something a little more cost effective now, then you can get the Sharp JX-100 whole scanner and software package for less than the cost of Pro Scan Lab II on its own. It may not give true 24 bit colour, but on price v performance it's in a class of its own.

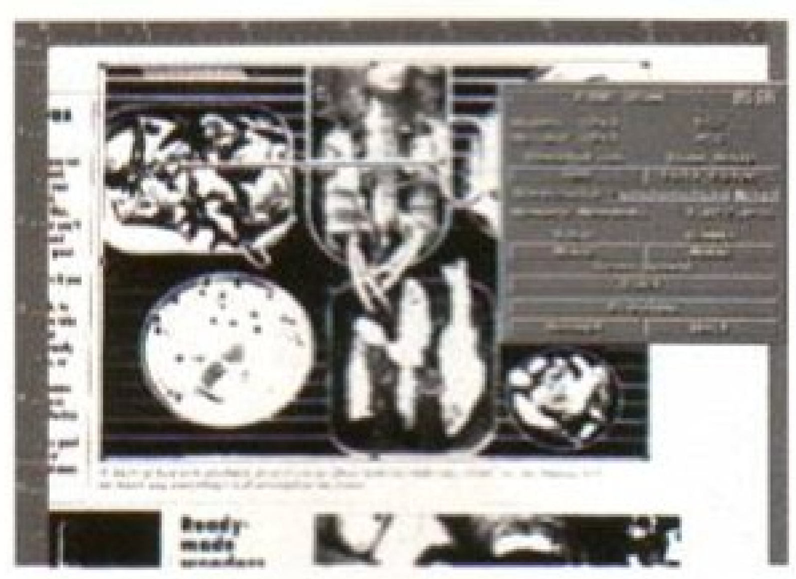
SIX EASY STAGES TO PERFECT SCANS

1 Choose your pictures with care. Even the best colour scanner can't make a good image out of a poor photograph. Good photographs are bright, have good contrast and lots of detail in the highlights and shadows. Try to avoid pictures cut out of magazines and books, because of the way in which pictures are 'screened' for printing, scanned images often have strange moire patterns across them.

2 Keep the glass of your scanner clean. Never ever touch the glass with your fingers, use a soft cloth and a good glass cleaner.

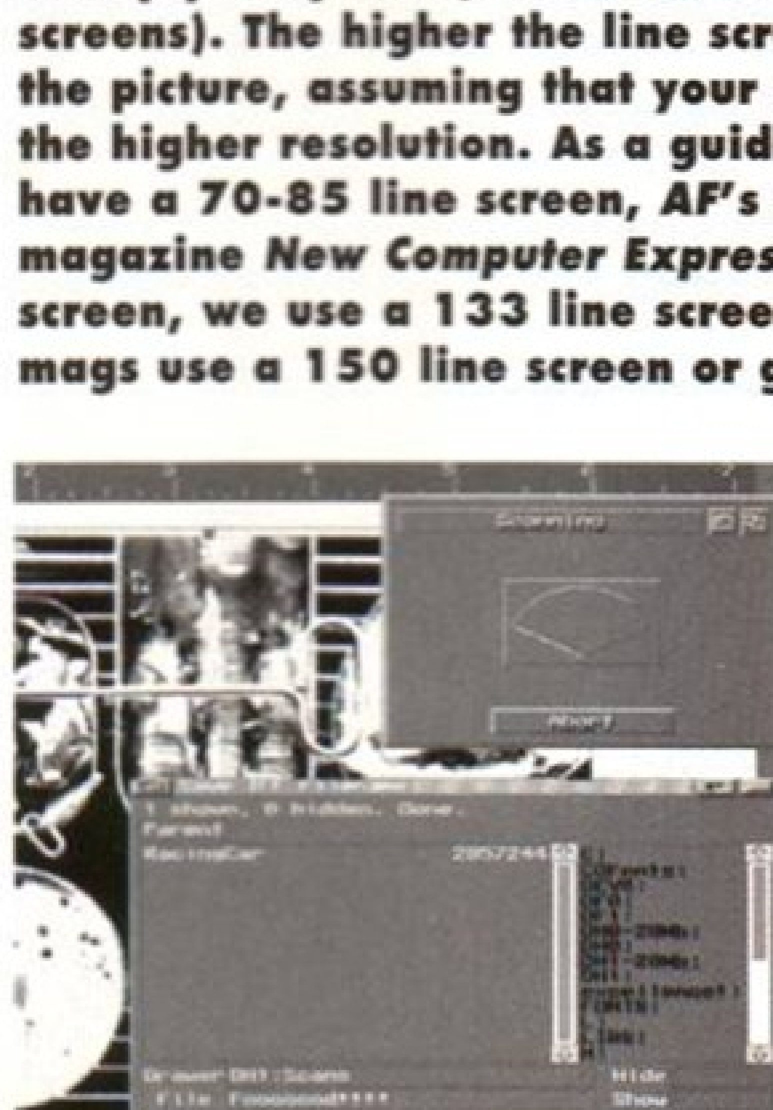


3 Put the picture on the glass and do a low-resolution preview scan. This allows you to see a rough of the picture. Crop the image as tightly as possible either by typing in the offset numbers on the control panel, or picking up the handles at the corners of the preview box and dragging them to the right position. Making the scanning area as small as possible keeps the file size down and makes all operations quicker.



4 Before clicking scan add the desired level of edge enhancement. This is a form of image sharpening tool and works well but not on all images. When you start to get the hang of scanning you will begin to recognise what type of images will be improved by which amount of correction .

5 Set the scan type to 24-bit and the resolution to the desired level. To work out the right resolution take the line screen you will be printing at and multiply it by two (see *AF* 25 for more about line screens). The higher the line screen the better quality the picture, assuming that your printer can cope with the higher resolution. As a guide, newspaper pictures have a 70-85 line screen, *AF*'s sister weekly magazine *New Computer Express* uses a 115 line screen, we use a 133 line screen while glossy fashion mags use a 150 line screen or greater.



6 Click the Accept button and when the save dialog comes up name the scan and save. When saving the scan out remember to check that you have enough disk space to hold the scan, 24-bit scans can be very large, the picture of the girl on the palm tree above was 4 Mb.

Pro Scanlab II

SPEED ●●●
Scanning is not too bad, but rendering screen changes can be slow.

DOCUMENTATION ●●
The content is acceptable, but the presentation is poor, very poor.

ACCESSIBILITY ●●●
The interface looks good, but some of the operations are a bit confusing at first...

FEATURES ●●●●
...however, it's well-endowed with features including cropping and selective colour control.

VALUE ●●
Unfortunately, at over £700 only the rich or impatient are likely to buy now rather than wait

AMIGA FORMAT Verdict **72%**

Amiga 1Mb. POWERPLAY

SAVE £20 over individually priced items

MEGA 21 GAMES PACK 2

HARWOOD'S BRILLIANT AMIGA 1Mb 'MEGA 21' GAMES PACK 2

The fantastic Amiga and ALL THE EXTRAS detailed in Harwoods "Mega 21" Games Pack 1 above, AND then you also get...

THE SUPERB PHILIPS CM8833/II STEREO COLOUR MONITOR

Twin Stereo Speakers, Green Screen Switch, Lead to Amiga, Free Tailored Dust Cover and 12 Months on-site warranty (See monitor panel for details)

A SPECIAL PACK FROM HARWOOD'S TO LET YOU SEE THOSE GAMES WITH SUPERB CLARITY AND IN FANTASTIC STEREO FOR ONLY...

CARTOON CLASSICS MEGA 21

£629.95

Amiga 1Mb. POWERPLAY

SAVE up to £50 over individually priced items

MEGA 21 GAMES PACK 3

HARWOOD'S BRILLIANT AMIGA 1Mb 'MEGA 21' GAMES PACK 3

The fantastic Amiga and ALL THE EXTRAS detailed in HARWOODS 'Mega 21' Games Pack 1 above, and then you also get...

THE SUPERB PHILIPS CM 8833/II STEREO COLOUR MONITOR

With FREE Dust Cover and Cable to your Amiga and including a 12 Months on-site warranty (See monitor panel for details)

AND

THE BRILLIANT STAR LC200 COLOUR PRINTER...

185/40 cps, Full Colour 9 Pin NLQ Dot Matrix Printer with FREE Dust Cover and cable to your Amiga (See printers on page 3 for further details)

(Or choose an alternative from our range & adjust by the difference in price from the listed LC 200 price on page 3)

NOW AVAILABLE WITH THE CITIZEN SWIFT 9 COLOUR PRINTER AT NO EXTRA COST!!! *(IN PLACE OF STARS LC 200 COLOUR)*

A SPECIAL MONITOR AND PRINTER PACKAGE FROM HARWOODS TO SET YOU UP COMPLETELY AND ALL AT A PRICE YOU'LL FIND HARD TO BEAT!

CARTOON CLASSICS MEGA 21

£834.95

Amiga 1Mb. POWERteach

EDUCATION PACK 4

A MORE SERIOUS PACKAGE ASSEMBLED BY HARWOODS INCLUDING 'CLASS OF THE 90's' FIRST STEPS ie) ALL OF THE FOLLOWING...

- AMIGA A500 COMPUTER WITH 1Mb.
- PRO-WRITE 2.5 (Wordprocessor)
- INFOFILE (Database)
- MUSIC MOUSE (Instrument Program)
- LET's SPELL AT HOME
- AMIGA LOGO with TALKING TURTLE
- BBC BASIC EMULATOR
- DELUXE PRINT II *and* DELUXE PAINT II,
- FULLY MICROSWITCHED JOYSTICK
- TEN BLANK COMMODORE 3.5" DISKETTES
- MOUSE MAT, PLUS...18 GREAT GAMES...

Lombard RAC Rally, Strike Force Harrier, Safari Guns, TinTin on the Moon, TV Sports Football, Stir Crazy featuring BoBo, Bloodwych, Eliminator, Skychase, Lancaster, Skyfox II, Captain Blood, Bubble+, Krypton Egg, Purple Saturn Day, Jumping Jackson and Xenon 2

First Steps is Endorsed by the National Assoc. for Primary Education

ALSO INCLUDED WITH PACK 4 TO HELP YOU PROGRESS...

FREE! A STEP-BY-STEP VIDEO TAPE! *How to set up and get the most from your new... Amiga A500 and software pack*

FREE! GUIDES TO THE NATIONAL CURRICULUM FOR PARENTS *Detailing the basic elements of the National Curriculum for parents with Primary and Secondary School children*

FREE! RESOURCE FILE *An explanatory file about applying First Steps software within the National Curriculum*

HARWOOD SPECIAL EDUCATION PACK 4 AT A SPECIAL PRICE

£499.95

NOW AVAILABLE WITH THE CITIZEN SWIFT 9 COLOUR PRINTER AT NO EXTRA COST!!! (IN PLACE OF STARS LC 200 COLOUR)

BUILD YOUR OWN PACK...

PACK 5-As above with CM8833	£729
PACK 6-As Pack 5 + LC200 Col. Printer	£929

WE ALSO HAVE OTHER AMIGA EDUCATION PACKS... PHONE NOW FOR FULL DETAILS!

Amiga 1Mb. POWERPRO

BUSINESS PACK 7

'MEGA 21' GAMES PACK 7 COMES FROM HARWOODS & INCLUDES ALL THE FOLLOWING...

A PROFESSIONAL PACKAGE PUT TOGETHER FOR THE BUSINESS MINDED AMIGA USER

AMIGA A500 WITH 1Mb. MEMORY INC. CLOCK (See Standard Features List)

\+

SUPERB PHILIPS CM 8833/II STEREO COLOUR MONITOR

\+

STAR LC200 9 PIN NLQ FULL COLOUR PRINTER

(Or choose an alternative from our range, and adjust by the difference in price)

\+ **A HOST OF BUSINESS SOFTWARE & ACCESSORIES...**

PEN PAL V1.3 (Word Processor)...1Mb.

(See page 4 for further details)

SUPERBASE II PERSONAL (Database)

SUPERPLAN (Spreadsheet)...1Mb.

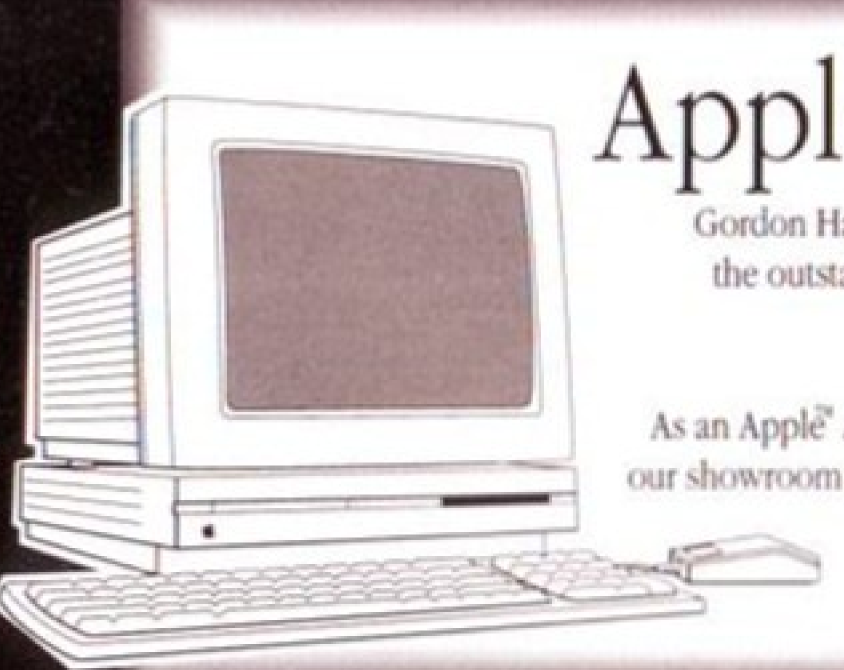
- TUTORIAL DISK
- THE SIMPSONS
- CAPTAIN PLANET
- LEMMINGS
- DELUXE PAINT III Now with ANIMATION
- MICROSWITCHED JOYSTICK
- 10 BLANK 3.5" DISKS
- DISK LIBRARY CASE
- MOUSE MAT
- 3 TAILORED DUST COVERS

NOW AVAILABLE WITH THE CITIZEN SWIFT 9 COLOUR PRINTER AT NO EXTRA COST!!! (IN PLACE OF STARS LC 200 COLOUR)

CARTOON CLASSICS

WE MEAN BUSINESS AT THE GREAT LOW PRICE OF JUST...

£899.95



Apple™ in Alfreton...

Gordon Harwood Computers can now supply you with the outstanding Apple® Macintosh™ range of complete Hardware and Software Solutions available from just... £675 *Inclusive of VAT*

As an Apple® Authorised Dealer, systems are available through our showroom only. Please visit us for your *personal* introduction to this exceptional range of friendly to use yet powerful graphical computers

Gordon Harwood Computers — Authorised Dealer

REMEMBER AFTER YOU'VE BOUGHT FROM HARWOODS, WE'LL STILL BE HERE...

TECHNICAL SUPPORT: You will be given our Exclusive Technical Support Phone Number to call should you require any help or advice on any aspect of the system you have purchased.

12 MONTH WARRANTY: Items proving faulty within 30 days of purchase are replaced with NEW UNITS unless otherwise stated. For the whole of the guarantee period, warranty service will be completely FREE OF CHARGE and a FAST turnaround is GUARANTEED by our OWN ENGINEERS!

COLLECTION FACILITY: Computers, monitors or printers requiring warranty service can be collected from your home FREE OF CHARGE during the whole guarantee period (UK Mainland only)

ORDER HOTLINE 0773 836781

Please see page 3 for our easy ordering procedures. Just compare the service we offer!

GORDON HARWOOD Computers

GORDON HARWOOD COMPUTERS
DEPARTMENT AMF/D4, NEW STREET
ALFRETON, DERBYSHIRE, DE5 7BP
TEL:0773 836781 FAX:0773 831040

Amiga STORAGE



CUMANA SUPERSLIM 3.5" 2nd DRIVE

- With Long Cable, Disable Switch, Throughport, Access Light, For 500/1000/2000/3000

New LOW Price!!! £57.95

COMMODORE A590 20Mb HARD DISK DRIVE WITH 0.5 Mb. MEMORY

Commodore's own hard drive for the A500

- Autoboot with Kickstart 1.3
- Sockets for up to 2Mb RAM expansion
- DMA access
- External SCSI port
- Complete with 0.5 Mb. Memory FREE!

£299.95

COMMODORE A590 20Mb HARD DRIVE BUT... UPGRADED TO A FULL1Mb.

As above but with a total of 1Mb memory!

£319.95

COMMODORE A590 20Mb HARD DRIVE BUT... UPGRADED TO A TOTAL OF 2Mb.

As above but with a 2Mb memory!

£349.95

Please note that prices for products containing RAM chips may fluctuate from time to time

PRINTERS

FREE... Fully Tailored Dust Cover with all Dot Matrix Printers



All printers in our range include the following features...
Standard Centronics parallel port unless otherwise stated for direct connection to Amiga, PC's, ST etc. and come with a... FREE CONNECTOR LEAD & TAILORED DUST COVER!

When you are comparing our prices to others make sure that the same essential items are included eg. Printer Lead, Dust Cover, Postage and VAT etc.

All the characters Per Second speeds quoted below are Draft/LQ at 10cpi

CITIZEN 120D+ - Up to 120/25 cps — £149.95

Very reliable low cost printer (please specify interface on order)

- Interchangeable interfaces for Centronics RS 232 or Serial type for CBM 64 etc
- Full 2 Year manufacturers warranty

NEW FASTER STAR LC20 (Replaces LC10) - Up to 150/38 cps — £159.95

Replacement for our most popular Mono Dot-Matrix printer and at a super low introductory price

- Multiple font options easily accessible from front panel
- Excellent paper handling facilities
- Simultaneous, continuous and single sheet stationery
- 240 x 240 dpi Graphics

CITIZEN 124D MONO 24 PIN PRINTER — £209.95

- 360 dpi - 24 Pin MONO
- 8K Buffer - Expandable
- 3 Fonts, Superb letter quality
- Push & Pull Tractor feeds
- 2yr Warranty
- Feed for labels & multi-part stationery
- Low running costs

STAR LC 24-10 - Up to 180/60 cps — £214.95

24 Pin version of the Star LC Series with

- Exceptional letter print quality
- 360 x 360 dpi Graphics
- Additional font cartridges available
- 8 resident fonts

STAR LC200 GREAT COLOUR PRINTER - 185/40 cps — £214.95

This is the one in our packs!

- 80 Column Dot Matrix
- 240 dpi - 9 Pin COLOUR
- 16K Buffer, 8 Resident Fonts
- Front Panel Pitch Selection
- Push/pull tractor & rear/bottom feeds
- Reverse paper feeds
- Micro paper feed, Max. paper width 11.7"
- Supplied with colour & mono ribbons
- Paper park with auto single sheet loading
- Programmable from front panel, no DIP switches
- 12 month warranty

AMIGA SOFTWARE, GRAPHICS, SOUND AND BOOKS

MUSIC 'X' Latest Vers1.1 with MIDI-INTERFACE & CABLE — £79.95

Latest Version 1.1 - The ultimate professsional midi sequencing package on any computer ...BAR NONE!

MASTERSOUND — £33.95

High quality 'Mono' Sampler. Mono samples are better than stereo when sampling instruments for your own music with soundtracker

MIDI INTERFACE (5 PORT) — £24.95

In, Out, Through + 2 Switchable Through/Out inc Cable

HARWOODS 'PRO-GEN'

NEW HIGH QUALITY GENLOCK AT THE SORT OF PRICE YOU'D EXPECT ONLY FROM GORDON HARWOOD COMPUTERS!!!

Equivalent specification to Rendales' 8802 and compatible with ALL video titling and graphics/animation software!...Requires 1Mb. min.

Supplied with FREE titling software!!!
FREE 'SPECTRA COLOR' with every Pro-Gen! The only 4096 colour paint AND animation program for the Amiga! From the creators of Photon Paint

£119.95

VIDI - The Complete Colour Solution — £179.95

Vidi with RGB Splitter, Frame Grabber and Digitiser

Grabs moving colour video into 16 grey scale frames (up to 16 frames on a 1Mb. Amiga) and digitises from still colour video source in up to 4096 colours in less than 1 second!
Requires home VCR or video camera for Grabbing
Requires Video camera or VCR with perfect pause for Digitising

COLORPIC...The best colour grabber by far! — £399.95

Instant colour frame grabbing from moving video. Capture superb digitised video images in a range of resolutions from standard composite video source eg domestic TV video rec. or camera in a 50th of a second.

RENDALE 8802 Genlock Including Cables — £184.95

Home/Semi Professional standard Genlock, allows computer display mixes with composite video signals for titling etc.

MODE SWITCHBOX FOR RENDALE 8802/PRO GEN — £34.95

PROFESSIONAL PAGE Vers 2.0 - Updated release! — £179.95

Requires 1Mb...Total Publishing Power; contains its own fully featured word processor. Prints to any preference supported printer in colour or black and white. Supports postscript and colour separations for high resolution image setters.

PEN PAL



Pen Pal V.1.3

WORD PROCESSOR/DATABASE

With Pen Pal you can mix text, 4096 colour graphics & data in ways no other w/p can!
"It's handling of graphics is unsurpassed: Pen Pal is the only word processor I tested that will automatically wrap text round graphics..."
Amiga World, July '90

£79.95

PEN PAL Vers 1.3 WITH 512K Amiga RAM Expansion

Requires minimum of 1Mb Amiga

ORDERING MADE EASY

Before you choose from whom to purchase, please give us a call. We are always more than happy to discuss your requirements, and answer any queries you may have...

ORDER BY PHONE: Phone our Order Hotline with your Access, Visa, Mastercard or Lombard Creditcharge Card quoting number & expiry date (most Dixons, Currys, NASCR and other 'store' cards are Lombard Creditcharge and are accepted by us).

ORDER BY POST: Make cheques, bankers building society drafts or postal orders payable to GORDON HARWOOD COMPUTERS. (Personal or business cheques take 7days to clear from day of receipt whereupon your order will be despatched)
Please send Name, Address, and most importantly if possible, a Daytime Telephone Number along with your order requirements.Please check you are ordering from one of our latest advertisements before posting (phone if you require confirmation). Please remember that for example many September publications appear during August, therefore prices you see may have changed (either up or down).

FREE POSTAL DELIVERY: FREE within 14 working days, UK Mainland only.
OR **COURIER SERVICE**...Add £5 per major item for next working day delivery, UK Mainland most regions. (Despatch normally on day of ordering or payment clearance)

EXPORT ORDERS: Most items are available at TAX FREE PRICES to non UK residents when visiting us or for export shipment. Please contact us for ordering information.

REMEMBER AFTER YOU'VE BOUGHT FROM HARWOODS, WE'LL STILL BE HERE...

TECHNICAL SUPPORT: You will be given our Exclusive Technical Support Phone Number to call should you require any help or advice on any aspect of the system you have purchased.

12 MONTH WARRANTY: Items proving faulty within 30 days of purchase are replaced with NEW UNITS unless otherwise stated. For the whole guarantee period, warranty service will be completely FREE OF CHARGE and a FAST turnaround is GUARANTEED by our OWN ENGINEERS!

COLLECTION FACILITY: Any computer, monitor or printer requiring warranty service can be collected from your home FREE OF CHARGE during the guarantee period (UK Mainland only)

FULL TESTING PROCEDURE: All computers are tested prior to despatch, and all items are supplied with mains plug and leads as required - just connect up and use straight away.

REMEMBER WE'RE NOT JUST ANOTHER MAIL ORDER COMPANY...

All listed prices are what YOU PAY, and there are NO HIDDEN EXTRAS. VAT and postage are included, and prices are correct at time of going to press (Pack details may vary from time to time). Offers are subject to availability and to being the latest advertised packs and prices. Our offers are NOT supplied on a trial basis. E&OE

FINANCE FACILITIES

Finance tailored to suit your needs. Written details on request.

Gordon Harwood Computers offer facilities to purchase using our budget account scheme. APR 36.8% (Variable). Available to most adults of eighteen years or over, subject to status. Simply phone or write and we will send you written details along with an application form. Applications, required in advance, available to full time U.K. mainland residents and overseas British forces personnel. Showroom visitors, please ask for details of our in-store "Instant Account". Written quotations on request.

If you are already the holder of a Lombard Credit Charge Card you can use this to purchase from us (subject to your personal card limit)

VISIT OUR SPACIOUS SHOWROOM

Please pay us a visit where our full range of advertised products, at the SAME COMPETITIVE PRICES, AND MORE, is on sale. 'ALL UNDER ONE ROOF', in pleasant surroundings at our purpose fitted showroom *(See note below map)*. There's plenty of FREE parking close by.

OPENING TIMES: 9.00 til 5.00 Monday to Saturday
9.00 til 1.00 Wednesday
Closed on Sundays

CITIZEN SWIFT 9PIN COLOUR - Up to 160/40cps — £229.95

New super high spec 9Pin colour printer

- 8K Buffer 4 Fonts
- Push and pull tractor built-in
- Feed for labels/multi part stationery
- 240 x 240 dpi Colour Graphics
- Best text quality in our 9Pin range
- 2 Year Citizen warranty

STAR LC24-200 24 PIN MONO PRINTER - 220/55 cps — £259.95

New Star 24 pin that means business!

- 80 Column Dot Matrix
- 360 dpi - 24 Pin MONO
- 7K Buffer expandable to 39K
- 10 Resident Fonts
- Front Panel Pitch Selection
- Push/pull tractor & rear/bottom feeds
- Reverse paper feed
- Paper park with auto single sheet loading
- Micro paper feed, Max. paper width 11.7"
- Supplied with mono ribbon
- Faster than the old LC24-10
- Extra font cartridges available
- Program from front panel, No DIP switches
- 12 month warranty

STAR LC24-200 NEW COLOUR PRINTER - 220/55 cps — £309.95

Colour version of the new LC24-200 Mono

- 80 Column Dot Matrix
- 360 dpi - 24 Pin COLOUR
- 30K Buffer expandable to 62K
- 10 Resident Fonts
- Front Panel Pitch Selection
- Push/pull tractor & rear/bottom feeds
- Reverse paper feed
- 12 month warranty
- Paper park with auto single sheet loading
- Micro paper feed, Max. paper width 11.7"
- Supplied with colour & mono ribbons
- Better quality than LC200 colour
- Extra font cartridges available
- Programmable from front panel, No DIP switches

CITIZEN SWIFT 24 PIN COLOUR - Up to 160/50 cps — £319.95

24 Pin Colour Printer

- Push and pull tractor built-in with bottom feed for labels & multi-part stationery
- 360 x 360 dpi Colour Graphics
- 2 Year Citizen warranty

NEW FASTER STAR XB PRINTER RANGE - Colour XB24-200 & XB24-250 - 275/80 cps

£399.95 24-200 Colour — £499.95 24-250 Colour (Wide Carriage)

These NEW top of the range Stars replace the XB24/10 & XB24/15, & offer the best possible quality dot matrix printing

- Exceptional print quality
- 4 x 48Pin super letter quality fonts
- 14 x 24Pin near letter quality fonts
- Buffer: 29K(XB24/200) & 76K (XB 24/250)
- 360 x 360 dpi Colour Graphics
- 12mths on-site warranty (UK Mainland)

HEWLETT PACKARD PAINTJET A4 — £899.95

Our best quality full colour printer at a realistic price

- Parallel/Centronics or Serial RS232 I/F (specify with order, MAC option available)
- For presentation graphics/DTP, CAD and technical/scientific applications
- A full page of colour graphics in 4 minutes (typical)
- Non impact printing, virtually silent, 43dba
- Will print transparencies
- 12 Months on-site warranty (UK Mainland)

STARSCRIPT - 4ppm POSTSCRIPT COMPATIBLE LASER — New! £1174.95

Brand new A4 Laser Printer, will connect to PC, Amiga, ST and Macintosh.

- 300 DPI, 2Mb. Upgradable to 5Mb.
- Emulations inc: HP Series II, Epson EX800, IBM Proprinter & Diablo 630
- Serial/Parallel/Appletalk interfaces as standard
- 12month on site warranty (UK Mainland)
- Every desktop publishers dream

RIBBONS

Genuine... PRINTER RIBBONS	SINGLE	6 PACK
STAR LC10, LC10 Colour LC10 MkII & LC20 BLACK Ribbon	£4.95	£24.95
STAR LC10 COLOUR Ribbon	£6.90	£34.95
STAR LC24-10, LC 24-200, XB24-10, XB24-15, XB24-200, & XB24-250 NEW BLACK 'Z Series' Longlife Ribbon	£8.95	£44.95
STAR XB24-10, LC 24-200 & XB24-15 COLOUR Ribbon	£14.95	£74.95
STAR LC15, FR10 & FR15 BLACK Ribbon	£7.49	£39.95
CITIZEN 120D/180E/LSP10 & CBM MPS 1200/1250 BLACK Ribbon	£4.95	£26.95
CITIZEN SWIFT 9 BLACK Ribbon / CITIZEN SWIFT 24 BLACK Ribbon (Please Specify 9 or 24 when placing your order)	£4.95	£26.95
STAR LC200 BLACK Ribbon	£7.95	£40.95
STAR LC200 COLOUR Ribbon	£12.95	£69.95
CITIZEN SWIFT 9/24 COLOUR Ribbon	£12.95	£69.95

BOOKS For beginners and Experts alike!

AMIGA FOR BEGINNERS - VOL. 1 ABACUS BOOKS, From unpacking your Amiga to creating your own icons, includes first use of basic and extras disk.	£12.95
AMIGA BASIC INSIDE AND OUT - VOL 2 ABACUS BOOKS, The definitive step by step guide to programming your Amiga in basic.	£18.95
AMIGA MACHINE LANGUAGE - VOL 4 ABACUS BOOKS, Practical guide to learning 68000 assembler language on the Amiga	£18.45
AMIGA DOS INSIDE AND OUT - VOL 8 ABACUS BOOKS, The complete guide to Amiga DOS and the CLI. NEW Edition inc. DOS vers 2.0	£18.45
AMIGA PROGRAMMERS HANDBOOK II - SYBEX, In depth reference to device I/O programming for the Amiga series of computers.	£23.95
AMIGA HARDWARE REFERENCE MANUAL - ADDISON WESLEY, written by the technical experts at Commodore Amiga Inc. USA....The people who designed your Amiga. Hardware level machine code prog. at advanced level.	£21.95

WE ALWAYS CARRY LARGE STOCKS OF THE FULL RANGE OF ABACUS BOOKS...Phone us for details!

EDUCATIONAL SOFTWARE For most age groups!

PRIMARY MATHS COURSE - Ages 3 to 12, Complete 24 Programme Course.	£21.95
BETTER MATHS - Ages 12 to 16, Higher level to Linear/Quadratic Equations.	£21.95
MICRO MATHS — 24 easy to use programs for GCSE ('O' Level) revision or self tuition	£21.95
MEGA MATHS - A 9 level step by step tuition course. Ideal for mature beginners, 'A' Level studies & Micro Maths users	£21.95
MICRO FRENCH - GCSE French tuition or revision course. Covers both spoken & written French	£21.95
MICRO ENGLISH - A complete programe of self-tuition up to GCSE standard	£21.95
THE THREE BEARS - Ages 5 -10, Develops imaginative thought/reading skills.	£22.95
SPELL BOOK - Ages 4 to 6, Developed with the help of a Primary School Head Teacher to aid spelling skills.	£17.95
PLAY AND READ - Ages 4 to 9, The complete reading tutor. Part 2 teaches spelling to the beginner at reading.	£18.95

ACCESSORIES

3.5" DISK HEAD CLEANER — £2.99

Essential maintenance for your disk drive. Keep clean and trouble free.

BLANK DISKS with labels

- 10 Genuine Commodore 3.5" branded — Only £9.95
- 10 Unbranded with library case 3.5" certified — Only £7.95
- 200 Unbranded 3.5" certified — Only £72.50

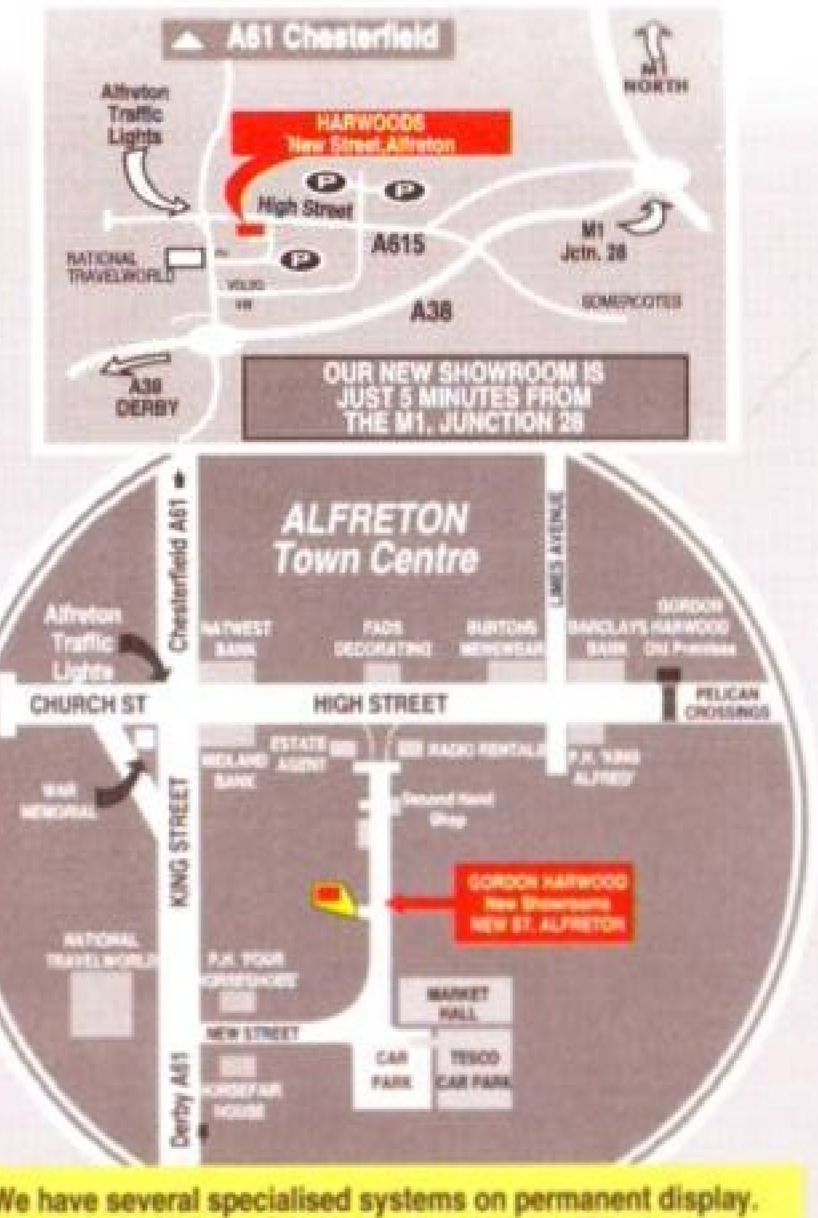
HARWOODS PRO RAM PACK — Only £32.95

512K Memory Expansion for the Amiga...simply plugs in! 16 Chip, same configuration as A501 for full compatibility with latest 8327A Amiga 1Mb. Blitter. Enable/Disable Switch and Real Time Battery Backed Clock.

HARWOODS SUPER PRICE DEALS!

- NAKSHA MICROSWITCHED MOUSE Amiga/ST/Amstrad PC — Only £24.95
- GOLDEN IMAGE OPTICAL MOUSE For the Amiga — Only £32.95

Shown above is just a small selection from our vast range of serious Software, Books and Accessories...please phone us with YOUR requirements!



We have several specialised systems on permanent display. However, should you require a 'special' specific product demonstration we will be happy to oblige. Just phone us in advance to make the necessary arrangements.

GORDON HARWOOD HARWOOD HARWOOD Computers

ORDER HOTLINE — ORDER HOTLINE

0773 836781

GORDON HARWOOD COMPUTERS
DEPARTMENT /D4, NEW STREET
ALFRETON, DERBYSHIRE, DE5 7BP
TEL:0773 836781 FAX:0773 831040


THUNDERHAWK
AH-73M
As an élite member of 'MERLIN' you will be employed specifically to defuse crisis situations around the world without provoking full scale war.
Control Thunderhawk in what is proclaimed to be "The fastest 3D graphic system to appear on any home computer".
Available on ATARI ST, COMMODORE AMIGA and P.C.
CORE DESIGN LIMITED
VISA
Suite C, Tradewinds House, 69/71a Ashbourne Road, Derby DE3 3FS. Telephone: (0332) 297797. Facsimile: (0332) 381511

It's time for a quarter of jelly babies and a half a pound of...

SCREEN PLAY

Toys for the boys?

The Bitmap Kid goes ape in Magic Pockets. But is he an angel or just a spoilt brat? The creche is on P.68

Cruise for a Corpse

Is Delphine's latest the ultimate detective trip, or simply dead in the water? P.78

Rodland

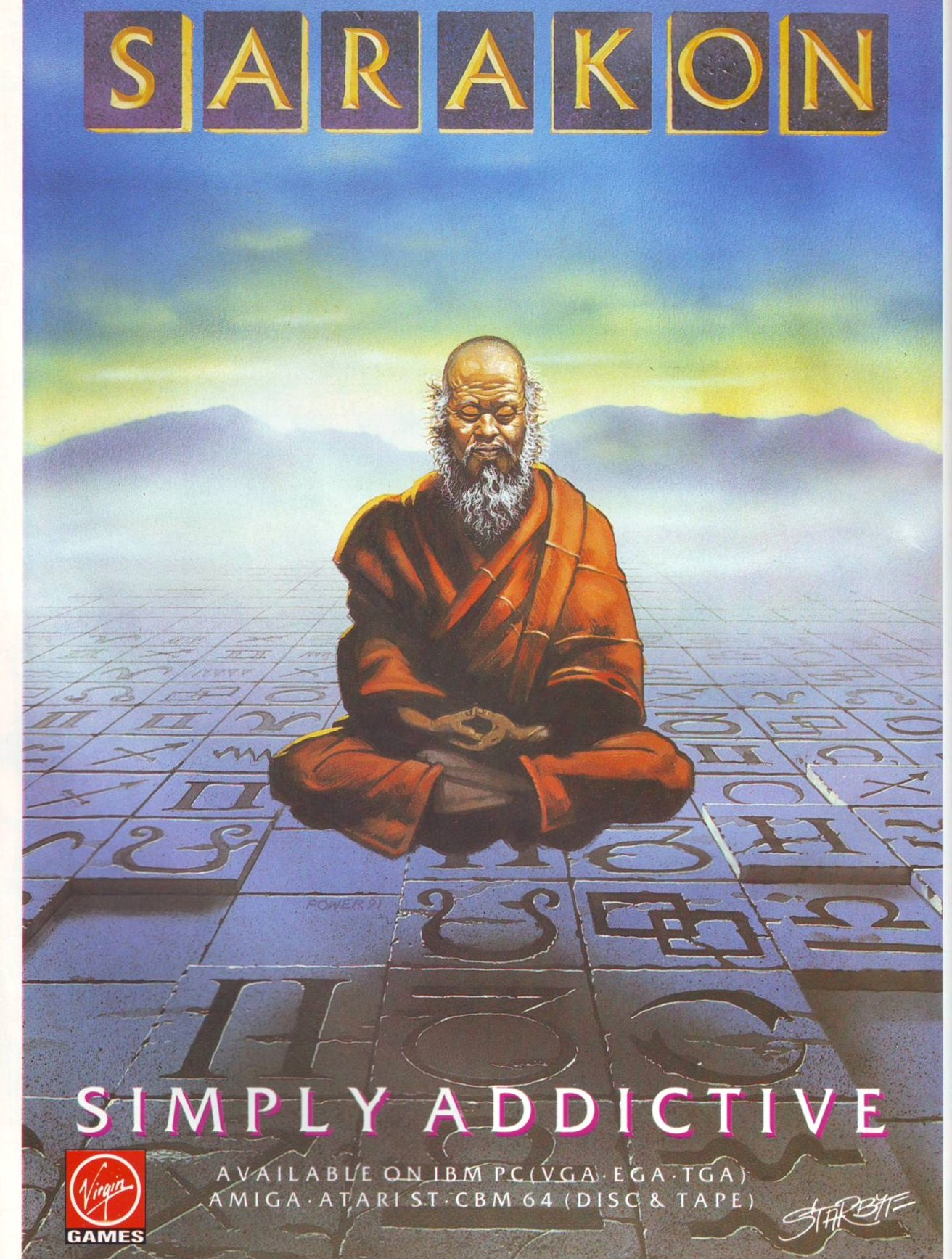
So cute it'll make you puke! Be ready with a bucket! P.92

Nebulus 2

Can the sequel be a towering success too? P.72

If you want the low down on all the latest Amiga games, then look no further! Screenplay is the definitive monthly guide to good gaming. If a game's finished and ready to hit the shops then you'll find an in-depth review here, with clear, concise comments. We won't review unfinished games, so you can be guaranteed that the pictures on the page are what you'll see when *you* play the game.

The reviews are written by *Amiga Format* staffers and seasoned professionals from Future Publishing's crop of market-leading titles. This month's reviewers are: Trenton Webb, Maff Evans, Paul Lyons, James Leach, Neil West and Andy Hutchinson.


SARAKON
POWER 91
SIMPLY ADDICTIVE
Virgin
GAMES
AVAILABLE ON IBM PC (VGA·EGA·TGA)
AMIGA·ATARI ST·CBM 64 (DISC & TAPE)
STARBYTE

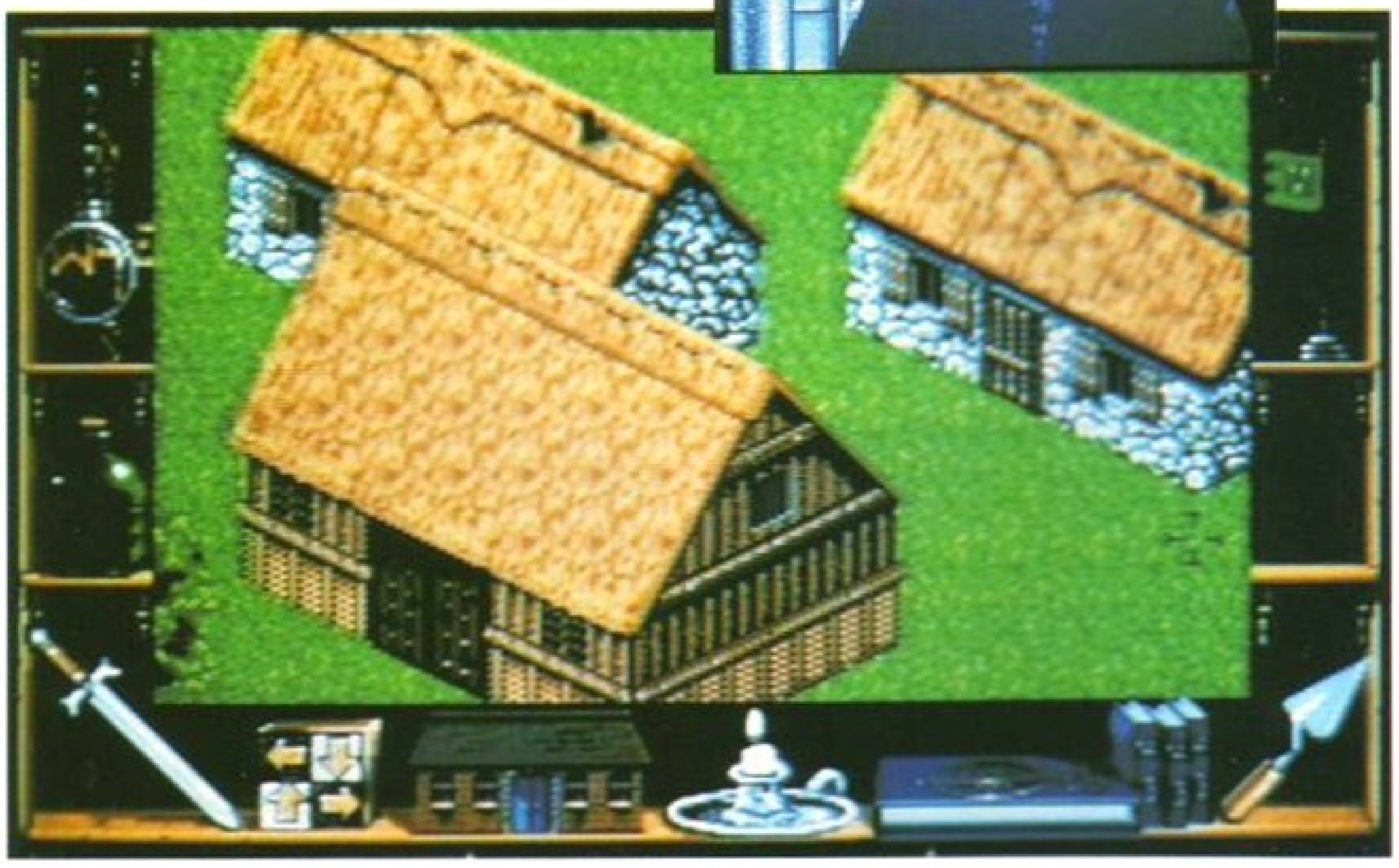
Coming Attractions

The technicoloured **Trenton Webb** is racing to the winner's Flag to tell you the latest coding news and what's going to be big this Autumn.

Flag

Publisher **Gremlin Graphics**
Release **Early 1992**





It seems recently that games with a strategic element have been competing to see who can get the most icons on screen and produce the heaviest manual. Finally, though, there's a strategy game on the way that you can pick up and play as quickly and easily as a shoot-em-up! *Flag* attempts to cut through the red tape by, almost instantly, throwing you into a two-village medieval battle.

Flag is different, because instead of layering masses of different options upon players, it deliberately offers only a few icon controls and makes the computer do all the leg work. The result, it's hoped, is a game where tactical decisions matter more than any icon-juggling skills. The designers are keen to point out, though, that fewer controls do not automatically limit the depth of a game, "Take chess as an example, although the pieces, moves and board are rigidly defined, its strategic ramifications have managed to fascinate man for centuries".

Harlequin

Gremlin **Graphics**
Release **October 1991**



Bored with regimented progression through predictable platform levels? Then how does a romp across a Daliesque, surrealist world sound to you? That's what Harlequin, our multi-coloured hero, is up to: negotiating his way round huge clock faces, gigantic kiddies' toys and monstrous jugglers. Throughout the levels different worlds will open up, offering different routes and their maze-like interconnections will stress exploration and hopefully add a more personal feel and freshness to what has become a somewhat well-worn genre.

Short stuff



Che Guevara, will it be a gaming revolution?

Che Guevara, who was once every student's revolutionary superstar, is soon to star in his own game. **CCS'** ***Che Guerilla in Bolivia*** draws heavily on Che's own diary. Whether it really will be a question of *The Secret Diary of a Revolutionary Aged 23 3/4* or *Guerrillas in the Mist*, will be answered later this year when the armed struggle begins.

Twilight 2000 claims to be a role-playing game (RPG) that packs a vicious combat system. In reality, though, it's more of a combat system, with an RPG thrown in to fill the gaps between battles. The aim is simply to survive, by ensuring that other folks don't! **Empire**, who will publish ***Twilight*** are also working on another RPG: the sequel to their successful ***MegaTraveller***. And it's spookily entitled ***MegaTraveller 2***. Hopefully it will be unleashing more of the original's potential.



Twilight 2000 and Megatraveller Two!

Demonware could be accused of being 'élitists'. Why? Well they are trying to out do the long-standing king of space-trading games: ***Elite*** – cue thousands of 'Right On Commanders' turning in their games. The Earth exodus motif rears its head again, and you have to lead refugees to safety across the stars. ***Starlight Voyage*** mixes management with seat-of-the-pants simulation. It will have a tough time toppling ***Elite***, mainly because of the nostalgia factor, but beating it could reap rich rewards.



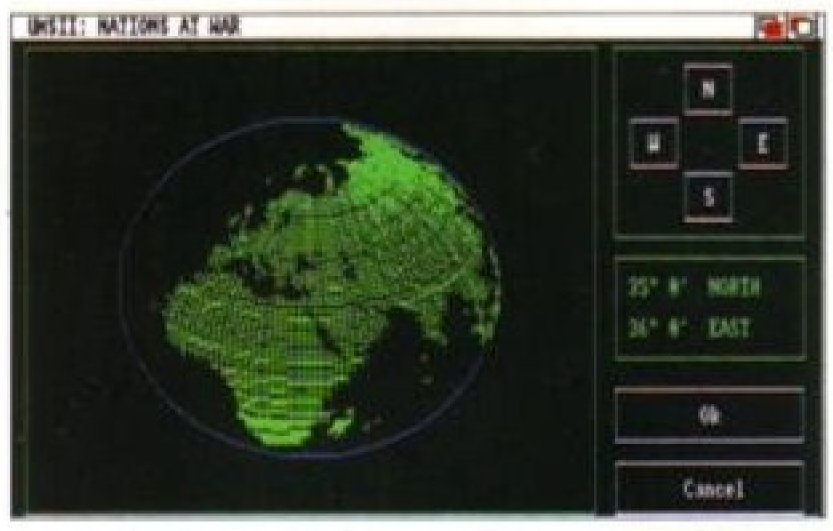
"The engine cannie take it!" Everyday problems on Starlight Voyage.

Continued overleaf



If you're under pressure, take a stroll in the woods and kill, kill, kill.

The pressure is on for coders **Eldritch the Cat**. They're working their programming socks off because ***Under Pressure*** will be the first of three current projects to come off the production line. The plot follows a *Star Wars*-style walker that's out for a stroll in a nasty forest. **Eldritch** are best known for ***Projectyle***, so they can cope with high-speed blasting. Let's hope they can transfer the same feel to a horizontal scroller.



With the UMS II Planet Editor around, is there any chance of peace in our time?

Do you feel depressed about the whole world sliding into war and destruction and being too powerless to do anything about it? Well don't be, because ***Universal Military Simulator II*** will soon have a ***Planet Editor***, which will enable you to design any land mass, assign weapons and establish fragile treaties between warring folk without using the UN. It will also be possible to act out any war you care to simulate, as well as toy with the Pacific Campaign of World War II and SE Asia 1946-64! Get ahead of the wars BEFORE they happen.

Sports sims are like buses: they always come in threes! No sooner do **Hawk** and **Kixx** release their athletics simulations than **Empire** announce a new all-jumping, all-running, all-swimming spectacular. ***International Sports Challenge*** lets you compete in everything from dressage to pistol shooting in a bid to win an overall athletics title. ***ISC*** offers large sprites and vectors to draw folks through the turnstiles as well as its six different disciplines – which encompass 21 different events. Let's just hope the marathon isn't a waggling test!





If leaping, jumping, running, diving and swimming are up your street then take the International Sports Challenge.

Previews update

Chinto's Revenge – Millennium: Still brooding.
Thunderjaws – Domark: Hasn't bitten yet.
Mad TV – Rainbow Arts: In rehearsal.
Dragon Fighter – Idea: Winging its way from Italy right now!
Alcatraz – Infogrames: Still no sign of parole.
Final Blow – Storm: Remains in training camp.

Celtic Legends

Publisher **UBI Soft**
Release **October 1991**



Ancient British history seems a strange setting for a French god/strategy game. You are chief wizard in charge of a horde of Celtic soldiers. Magic is used to create warriors or strike down opponents. The aim is to dominate the islands by killing the other teams. It's going to be in a comic French-cartoon style, focusing on individual troops, thus giving it a 'chess-like' feel.

Mindpossessing Aliens from Hyperspace

Publisher **Demonware**
Release **Late 1991**



Demonware, the arcade specialists, are working hard at their first attempt at a graphic adventure! They have chosen to spoof a 1960s' sci-fi thriller about a bunch of space weirdos who kidnap an evil scientist. Using strange palettes, *Mindpossessing* has a distinctive artistic style and a surreal feel to it.

Mega Twins

Publisher **US Gold**
Release **November 1991**



Arcade games always benefit from two-player action because there's always a race to scoop the best power-ups. The Twins know this and bring their talents to bear in a six-level, monster-bashing contest. Twilight are the programming team handling this conversion of a Capcom coin-op, which features the original arcade sprites, copied direct onto the Amiga

Necronom

Publisher **Linel**
Release **To be announced**



The Swiss are famous for neutrality, not shoot-em-ups! Linel are trying to buck the trend though, working on a new horizontal blast in the *R-Type* mould. The demo boasts over 100 different aliens and lots of those all-important bullets. Shoot-em-ups rely on well-judged toughness, possibly more than any other game, a factor that can only be assessed by playing. So far, though, *Necronom looks* good.

Suspicious Cargo

Publisher **Gremlin Graphics**
Release **October 1991**



Text adventures haven't fared too well recently: *Wonderland* was disappointing and *Demoniac* offered little new. Gremlin, though, have faith in the format by introducing a game with the flexibility of a text adventure but with good graphics to flesh out the display. Like *Wonderland*, windows and icons are used, but here they are combined into a single screen for ease of use.

Mercenary III

Publisher **Novagen**
Release **Autumn 1991**



After a two year delay for *Damocles* (effectively *Mercenary II*) fans of the system could be forgiven for scepticism over how 'imminent' the launch of the next installment is likely to be. Novagen are confident everything should go to plan, now that the actual *Mercenary* engine is up and running.

"WE APOLOGIZE"

"In our past ads, we compared PageStream 2.1 to Professional Page 2.0 in six key areas. We said that ProPage could not draw Bézier curves. Well, that was wrong. Sorry Gold Disk.

We have prepared a more extensive comparison of PageStream and Professional Page. I think users should judge for themselves which Amiga desktop publisher is now the 'king of the hill.' Our first ads were rather lenient"

— Deron Kazmaier
Soft-Logik President



Actual PageStream 2.1 screenshot

ART IMPORT	ProPage	PageStream
IFF (24 bit)	Y	Y
TIFF	N	Y
GIF	N	Y
EPS	Y	Y
EPS – view TIFF preview	N	Y
ProDraw	Y	Y – *Editable!*
Aegis Draw	Y	Y – *Editable!*
GEM	N	Y – *Editable!*
IMG	N	Y
MacPaint	N	Y
TEXT IMPORT		
WordPerfect	Y	Y
Excellence!	N	Y
Scribble	Y	N
ProWrite	N	Y
ASCII text	Y	Y
COLOUR		
CMYK	Y	Y
RGB	Y	Y
HLS	N	Y
HSV	N	Y
Pantone Colours	Y	N
UCR/GCR	Variable	**Fixed**

FONTS	ProPage	PageStream
PostScript Type 1	N	Y
PostScript Type 3	N	Y
Compugraphic	Y	Y
Outlines on Screen	Y	Y
# Outline Fonts Included	2	**18**
Typographic Precision	1 point	0.01 points
Max Font Size (any type)	720 points	183,000 points
INTERFACE		
Framed Text	Y	Y
"No Frames" Text	N	Y
# of Open Documents	1	**Unlimited**
Linked Text Processor	Y	**N**
Font Caching	Manual	**Automatic**
View Magnifications	7 fixed	**User Scalable**
Zoom View	N	**15 – 1500%**
Templates	Y	Y
Master Pages	N	Y
Measurement Systems	3	**9**
Maximum Page Size	22x22 in.	**1200x1200 ft.**
Standard XCV Editing	N	Y
Paragraph Tagging	Y	Y
And the Winner Is...		
Price	**$395.00**	**$299.95**

"It's a wonderful but also somewhat sobering thought that the brilliance of your final page is limited by your own creativity and imagination, and not the capabilities of the software you are using. At the end of the introduction in the main manual, Soft-Logik have included a rather poignant message – 'We give you the tools to dream'. I think, with PageStream V2.1, they might be right."

— Jonathan Living
Amiga User International

"The new Amiga desktop publishing king of the hill." — *AmigaWorld, February 1991*

"the new heavyweight champion among Amiga desktop publishing programs." — *Amiga User International, April 1991*

Soft-Logik Publishing Limited *We give you the tools to dream.*



In two-player mode you can always see what the other guy is up to, even if there's nothing you can do about it! You can check out your boys, though. See who needs to be rearmed and refreshed, which ones are ready to fire next turn and what land they will have to cross to fight. Don't go off for a cuppa, check every move that the other guy makes.

Battle Isles

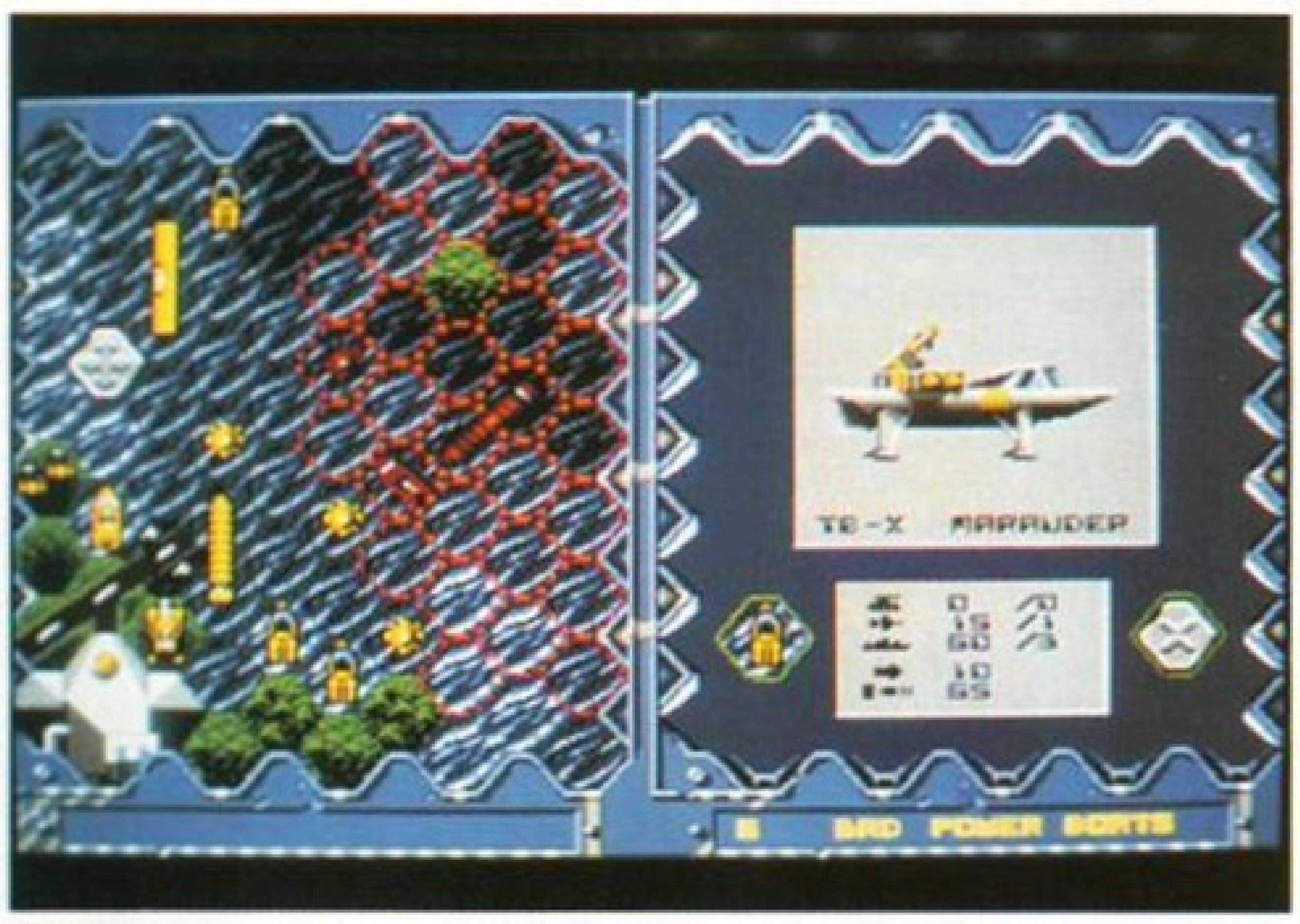
Publisher **UBI Soft** Release **September 1991**

The tanks, troopers and war planes of Battle Isles are mobilising. Can a tactical war-game make the break into the mainstream?

War games have suffered on computer. There are masses of titles but most of them stress historical accuracy above playablity. The potential is vast, with a fast processor wading through the thousands of rule books that normally clutter the table top and numb the brain. But, a good-looking, fast and entertaining table-top style war-game has yet to happen. *Battle Isles* aims to make this breakthrough.

On a basic level – when they deal with small squads rather than whole brigades – they have a sharp tactical edge, filling the game with tense turns: will they attack, have they spotted that sneaky withdrawal, will your bluff be called? And because it employs small squads, instead of faceless armies, folks can become heroes.

Until now the best war-games have been the likes of Waterloo and Austerlitz. These grand historical recreations are good but impersonal. *Battle Isles*, though, takes a new approach and finally introduces a low-level style to the computer arena. It borrows the set up from board-gaming tradition but adds some proper computer flourishes.



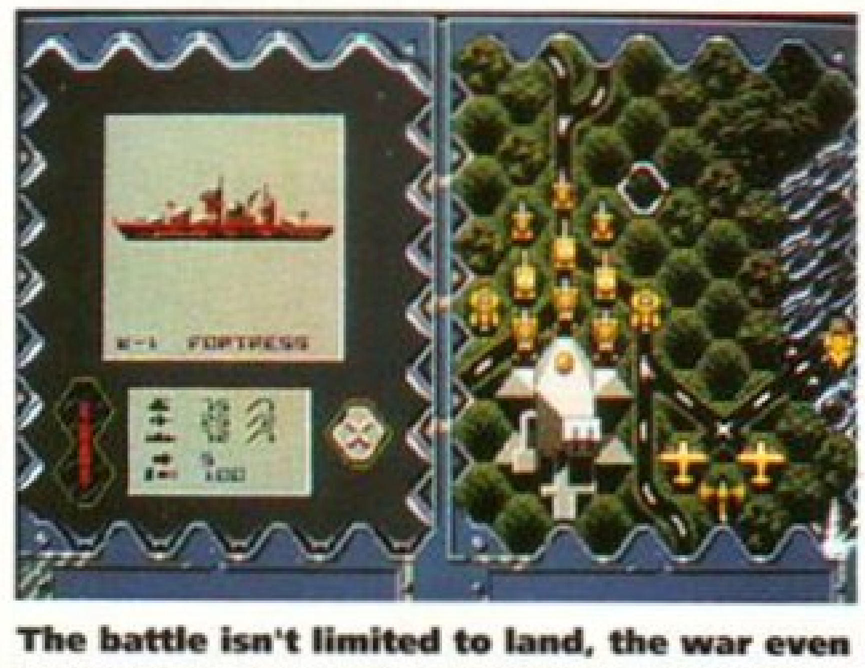
The red hexes that are highlighted show exactly where you can travel in the next turn. You can't fire offensively. If you move it isn't always a wise idea to go towards the enemy no guns blazing!

No hex please we're...

Battle Isles is played on a map that is constructed of hexagons, the usual unit of area for war-games, and uses small squads of tanks, planes and troops to do its fighting. Each vehicle or squad has its own allotment of movement points and can travel that many hexes per turn. Play follows a strict sequence, which places limitations on your actions. Namely if a squad moves, they can't initiate combat on that round. Tactics therefore, depend as much on an understanding of the sequence of events, as an understanding of each group's capabilities.



Aircraft play an important role in the war: and not just fighting other aircraft. They can drop vehicles or men behind enemy lines.



The battle isn't limited to land, the war even goes to sea. Ships aren't just cannon fodder, they provide transport between isles.

What sets *Battle Isles* apart from the computer war-game mainstream is its joystick control method and some smart tricks with the fortunes of its fighting units. The stick control system ensures simplicity: no reading masses of rules here. Just waggle the highlight to the hex you want and press fire. Leaning left or right with the button pressed, gives you information or command potential. The simplicity of this control system allows brain power to be devoted to tactics.

The units are where the game's real strength should lay. Based on futuristic – although not unrealistic – weapons and vehicles, the fights are enacted at the end of each player's turn. When you move the other guy attacks, when he moves you attack – much like the 'defensive fire' common in Avalon Hill board-games. But, as a unit fights, they gain battle experience and become veterans. When their numbers reach a critical minimum these vets can then be returned to base and re-armed. If they make it back and successfully regroup, they retain their skill. Fresh armour and experience obviously bolster any general's chances so the re-arming option adds an extra depth to the battles, because you are forced to draw troops away from the front line, while the battle still rages. A classic short-term loss for long-term game dilemma.

War ain't pretty!

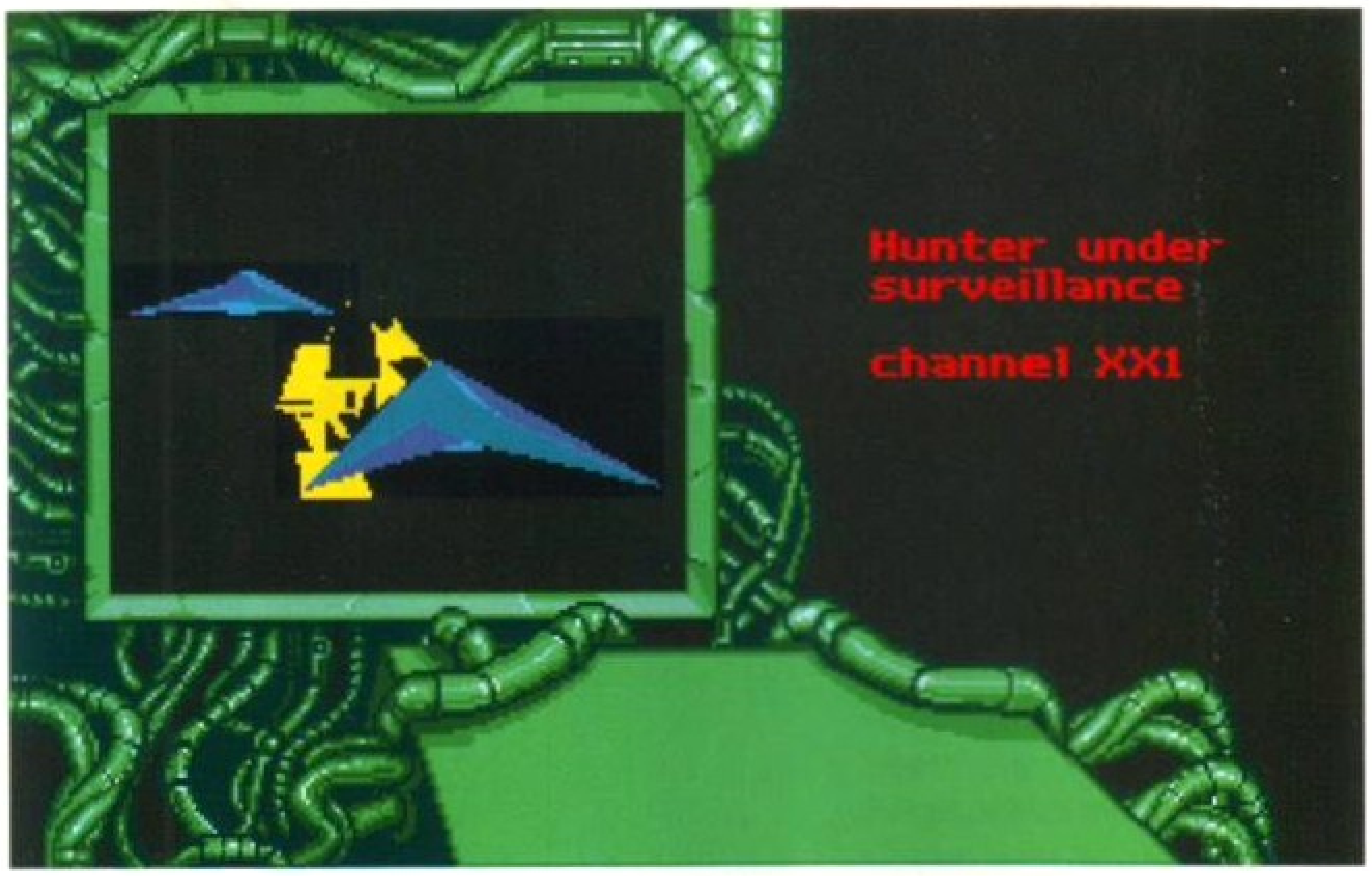
Battle Isles also, surprisingly, brings arcade-style graphics to war-gaming. Sure, there aren't 86 layers of parallax, but normally war-games treat troop counters as little more than icons. These sprites all look the part, scrambling around the map. This may put some of the more traditional strategy folk off, simply because it's too pretty to be a war-game. But that isn't the case, the tactics are there, but this time they're couched in graphics that befit a 16-bit machine!

The core code of *Battle Isles* is now ready and the final weeks are being spent on tweaking the computer's strategy, so it gives you a hard but fair fight on all levels of difficulty. Once this is done, lights should be going out all over Europe!

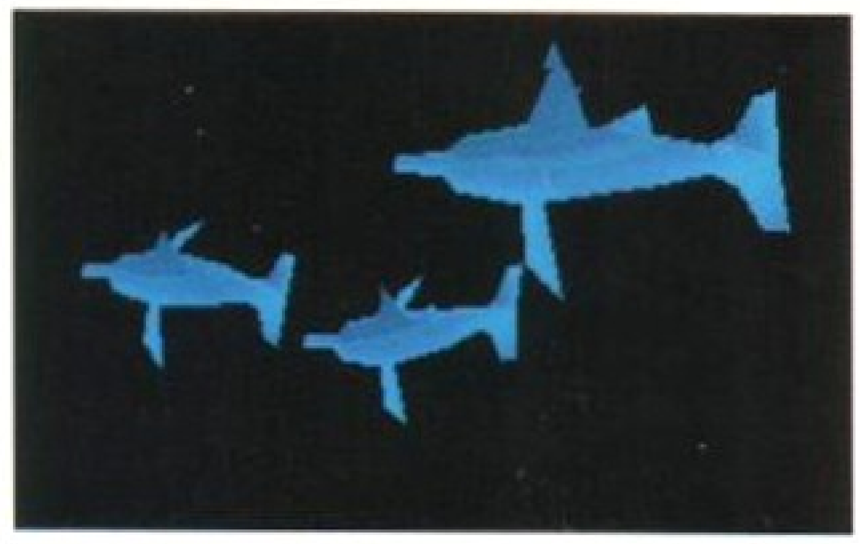
Contact 0252 860299


"VERY SLICKLY CODED WITH TERRIFIC ATTENTION TO DETAIL - A BRILLIANT CONVERSION" - COMMODORE FORMAT
VOLFIED
VOLFIED
THE ULTIMATE TAITO COIN-OP CONVERSION
"A FIRST CLASS CONVERSION" - ZAPP
Use your planning skills and put them into quick action, as you fight through 16 levels of challenging gameplay crammed with masses of enemies, special and hidden bonuses.
Pick up extra powers like lasers, power-ups and time stops and face the ever changing massive "Boss Alien".
VOLFIED: READY TO ATTACK YOUR NERVOUS SYSTEM!
VOLFIED: SKILL, STRATEGY AND EXTREMELY QUICK REFLEXES
VOLFIED: AMAZINGLY SIMPLE IN CONCEPT, INCREDIBLY ADDICTIVE TO PLAY
VOLFIED: YOU HAVE TO SEE IT TO BELIEVE IT
LICENSED FROM TAITO/TAMCO PROMGRAMMED FOR THE COMMODORE AMIGA, C64, ATARI ST AND IBM PC & COMPATIBLES BY OXFORD DIGITAL ENTERPRISES
TAITO
AVAILABLE ON IBM PC, AMIGA, ATARI ST, COMMODORE 64 AND ARCHIMEDES
4 THE STANNETTS, LAINDON NORTH TRADE CENTRE, BASILDON, ESSEX SS15 6DJ TEL: No: (0268) 541126 Fax No: (0268) 541125
ARCADE


FIRST SAMURAI
IMAGE WORKS
Long ago in a tiny village in Ancient Japan . . .
a young Samurai lived and studied peacefully with his master the Lord Akira, until . . . . . .
a Demon King descended from his mountain to destroy the village and all its inhabitants . . .
slaying the Warrior Lord and leaving only the young Samurai to tell the tale.
He called upon the Wizard Mage who forced the Demon to flee into the future leaving the Land at peace.
However, the Samurai vowed he would have no peace until he had avenged his master's death with the aid of the wizard.
So armed with a magic sword our hero followed the Demon through time to year 2323 and . . .
AVAILABLE SOON!
Mirrorsoft Limited Irwin House 118 Southwark Street London SE1 0SW Telephone 071 928 1454 Fax 071 583 3494 Telex 9312131917 MS G
© 1991 Vivid Image
© 1991 Mirrorsoft Ltd



As seen on TV. This is how the blood-thirsty world at large sees your exploits, on-the-box. The more entertaining you are, the more viewers, the more dosh you earn!



Three bottlenose dolphins go about their dolphiny business. Their different positions all illicit different shades and patterns thanks to the lightsourced shading.

Within the game huge gates allow pilots to transport themselves around the 'zone' quickly. The large doughnut-shaped object is one such gate.



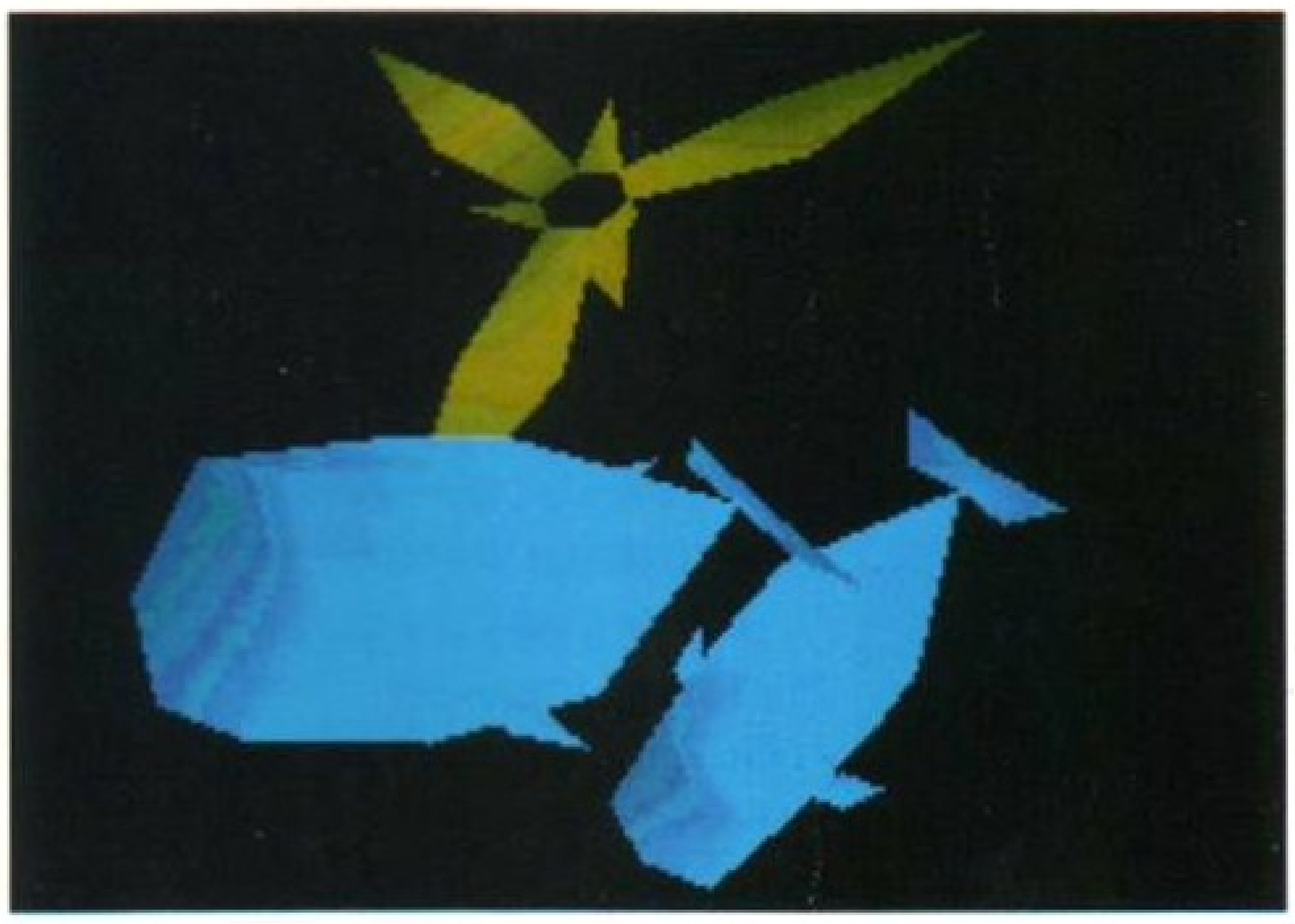
Eye of the Storm

Publisher **Empire**
Release **Late 1991**

An intergalactic bounty hunt in an active ecosystem? Polygons go native as life gets hectic on Jupiter!

Imagine gigantic whales floating silently overhead, shoals of fish rushing past and bottlenose dolphins playing in zero G! These wonders will be on display in this space-trading cum bounty-hunting spectacular that is set around the planet Jupiter.

This game isn't intended to be specifically 'green', in fact it uses these fantastic creatures simply to embellish its 3D polygon world. Gamewise there's a camera from your ship constantly beaming back pictures to a blood-hungry public. To entertain them you can either seek out the bounty hunters who hang out in the storm, go hunting wildlife, or even have a go at saving it!



Two whales and a plant get to know each other. The animals aren't the only living things around, the vegetation is active too. In the finished game these seaweed-style plants will animate too.

Natural hazards

The ecosystem represented in *Eye of the Storm* is a fascinatingly detailed study. It provides the stage on which this space opera is to be played out and influences styles of play, even occasionally directly affecting player pilots. The game could be based against a background of stars and moons, but the ecosystem underlines the game's attempt to simulate an entire environment.

All the creatures in this simulated food chain live, breath and eat (generally each other). Being animals they have instincts which they instantly follow when they perceive a threat or even dinner! Fish schools split and dive for cover, whales swim away, while sharks don't take kindly to anything!

Getting such an epic project up and running is no easy task. First the designer sketched out the game's overall shape, with regard to the geography, zoology and gameplay mechanics and then found programmer to put it all together. Then, it was redesigned as the programmer introduced constraints or found areas that could be expanded.

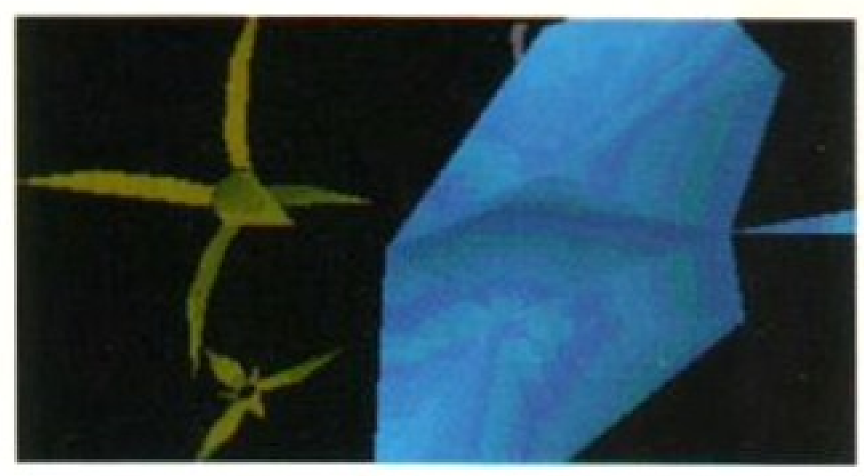
Pro-creative

The next step was recreating creatures that looked natural in a 3D environment: where they moved correctly and were the correct size. Firstly, the creatures that would occupy the world were roughed out as polygons on paper. Simple shapes, some of the smaller 'fish', were just slightly altered standard shapes – triangles, squares etc – but the most complex animals needed 108 different intersecting points.

Secondly, the polygon models were established on paper and then they were transferred onto computer. But after being built, the models had to be encouraged to move. The simpler the creature the easier the animation, three frames were enough for a flicked tail on a flat fish, but the whales and bigger fish take up to 26 different movements to swim smoothly. Animation frames were chosen in favour of continually-generated images, for the sake of processor time.

Whale meat again?

Animated polygons are fine, but to add that extra edge of realism a range of display options are offered: either plain filled, lightsourced shaded or Gourad shaded polygons. The regular filled polygons (as seen in most flight sims) will be the fastest processor wise, but they look ordinary in comparison to the others. The 'lightsourced look' adds realism by illustrating the skin tones of each animal or ship, but it is slightly slower. The best looking and slowest option is Gourad shading. This not only accounts for where the light is coming from, but reflects shades for the overall shape not the individual planes it is composed of. In effect this smooths the shape out, erasing the angular joins and providing an overall shade, which then varies with the lightsource.



A manta ray basks close to a plant. In Eye it will be possible just to sit back and watch 'nature' do her thang!

When the detail of the shapes, the animation and shading are combined the results are stunning. Eager pilots who want to take their ships through this zoological wonderland need only to wait a little longer. If the game can match the power of its graphics, then it should be a storming, eye opener of an adventure!

What will you cha

FORMULA ONE GRAND PRIX

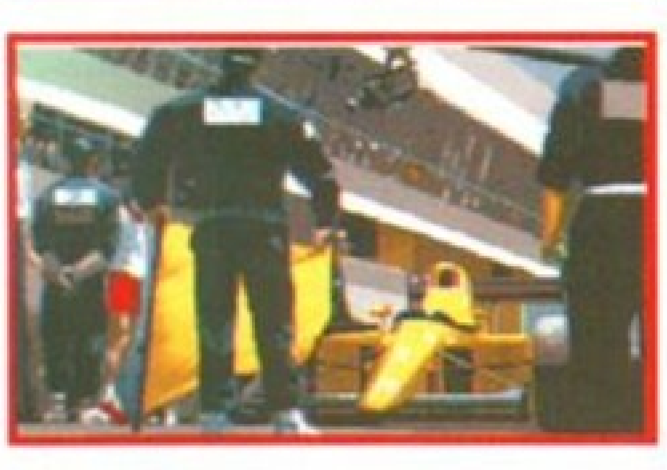
Have you ever wondered what it would be like to be one of those 26 drivers, revving on the grid, waiting for the Green light to start you off on a mayhem of crashing gears, smoke, roaring engines and burning rubber as the Grand Prix season races off into another year? Well, now you can strap on your seat belt! MicroProse and Geoff Crammond, the author of 'Revs' and 'Stunt Car Racer', have teamed up to engineer the only complete Formula One Grand Prix simulation.

MicroProse Grand Prix is crammed full of features: 16 undulating 3D circuits from the street tracks of Phoenix and Adelaide to the glamorous Monaco harbourside and the choice of 26 independently controlled cars out of the current teams; from Jordan and Brabham to Williams and Ferrari.

Study the circuit in practice, adjust your car to achieve peak performance, then roar away for your fastest qualifying lap time to put you ahead of your rivals on the starting grid. Overtake the other cars by slipstreaming or outbraking them into corners, then watch them in your wing mirrors as they try to catch you. Be careful, you might have to avoid a shunt that's just happened around the next bend. It's tough, it's challenging, it's exciting, it's the most realistic Grand Prix simulation ever.

- Authentic cockpit controls with radio and adjustable wing mirrors.
- Realistic tyre and brake wear; judge when to make that vital pit stop.
- View the racing action from television cameras located all over every track and replay your greatest triumphs and worst disasters.
- Unpredictable weather patterns; the race may start dry but a sudden cloud burst may force you to change your tyres and style of driving.
- Four levels of difficulty, from novice to potential Champion, make this a challenge to all drivers.
- From the back of the starting grid to World Champion, MicroProse Formula One Grand Prix, it's all there bar the shouting!

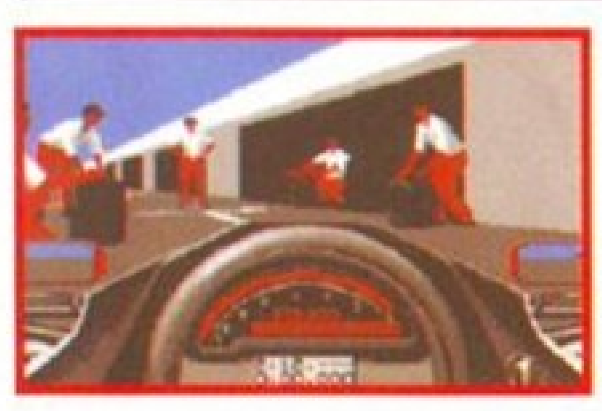




Formula One Grand Prix will be thundering into all good software stores soon for your Commodore Amiga, Atari ST and IBM PC & Compatibles.

MicroProse Simulation Software is available at all good software stores. If you experience difficulty in obtaining any of the MicroProse titles they can be ordered directly from us at MicroProse, Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. Tel: 0666 504326







MicroProse Simulation software -Y

COMMODORE AMIGA AND ATARI ST SCREEN SHOTS SHOWN. ACTUAL SHOTS MAY VARY BY FORMAT.

nge into tonight?



MICROPROSE
GOLF

Computer owners who like golf have been fortunate to have a wide range of games to choose from. Now, with MicroProse Golf, they've also got the definitive simulation. If you've been playing around, stop; and start playing a proper round.

MicroProse Golf accurately recreates the fairways and greens of each hole using stunning 3-dimensional technology which allows you to travel anywhere around the course. You can even follow the ball as it flies through the air and watch from numerous selectable TV viewing positions.

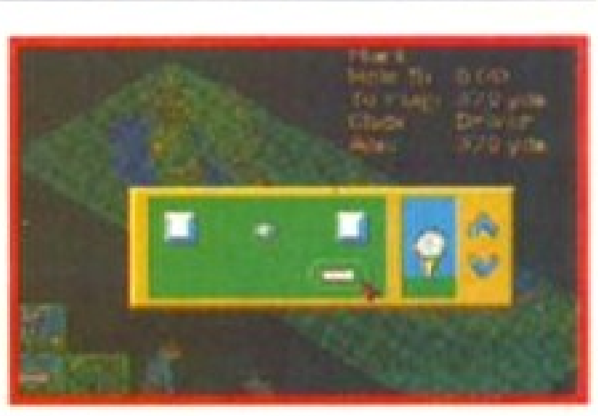
Accurately modelled club and ball dynamics take account of club selection, ball and foot position and swing, with varying course conditions adding to the huge range of effects that you can witness at first hand. MicroProse Golf is so true to life that it will actually improve your own golf game!

- Realistic 3-D landscape allows you free movement around the whole course.
- Animated "Televisual" presentation and camera positions, including a unique follow-the-ball option.
- Six challenging courses, each in a different style, including 'links', 'woodland' and 'water' courses.
- Options to change stance, swing, tee and ball positions and see their effects on your shots before, during and after each stroke.
- Varying ground and atmospheric conditions.
- Player profiles which change over time, including a full handicap system.
- A dozen game types including strokeplay, matchplay, best ball, skins and a full tournament option for 1 to 4 human players.
- Customizable computer opponents and replay facilities.
- Statistical and graphical hole-by-hole analysis of your performance.
- Easy to learn tutorial and 150 page manual packed with hints and tips to help your own game.



MicroProse Golf will be teeing-off soon at all good software stores for your Commodore Amiga, Atari ST and IBM PC & Compatibles.





MICRO PROSE™
SIMULATION • SOFTWARE

u're not properly dressed without it.

Have the Bitmap Brothers got the Midas touch? Does everything they touch turn to Format Gold?

Magic Pockets

The Bitmap Kid is here. He fought his way on to TV's *Motormouth* and even muscled *DPaint IV* aside to star on an *Amiga Format* Coverdisk (Last issue – Ed). Now he wants to come and stay at your house. How long for is up to you, but there are a few things you need to know about this little scamp before you let him through the door.

The – oh he's so cute, what a little angel, look at his chubby cheeks – Bitmap Kid has lost four toys in his magic pockets. Naturally, he drops himself into these magic strides in a bid to get these toys back. Inside, he finds four whole worlds of trouble. Worlds guarded by fearsome beasties, but offering ferocious rewards if he survives. That's where you come in, playing his conscience and guiding him through 30 stages of leaping and trapping, dodging and running.

In the pocket

The inside story of *Pockets* is a strange one. Rather than the bits of string and fluff that are commonly found in young 'uns pockets, these ones are filled with caves, monsters, mountains, lakes, bats, jungles and masses of sweets. Bitmap's mission is to charge into this world, recover his toys and collect enough sweets to make the trip worthwhile.



On world four, and the lad gets to throw snowballs. He can't spin using these but they can be rolled ahead to give a little protection from incoming bad guys!

Monster Mash!

SNAILS – Shy little thangs, they are easily killed (one or two shots) but are invulnerable when hidden in their shells.

SLIMERS – Really disgusting blobs of green stuff, they start off as easy meat but soon turn into spitting horrors.

BATS – Tough as old boots, these boys drop when hit, so don't stand underneath one!

FROGS – Tough, ugly and with a deadly long tongue. Stand too close and they'll lick your lives off in an instant.

ROCKMEN – These gruesome little tykes throw rocks, so kill them from afar or on the run!

BEES – Persistent swines. If you hit them, they home in for a final sting.

VENUS FLY TRAPS – The toughest veg in town. They may not get in the Green Giant Country Club but they don't seem to care.

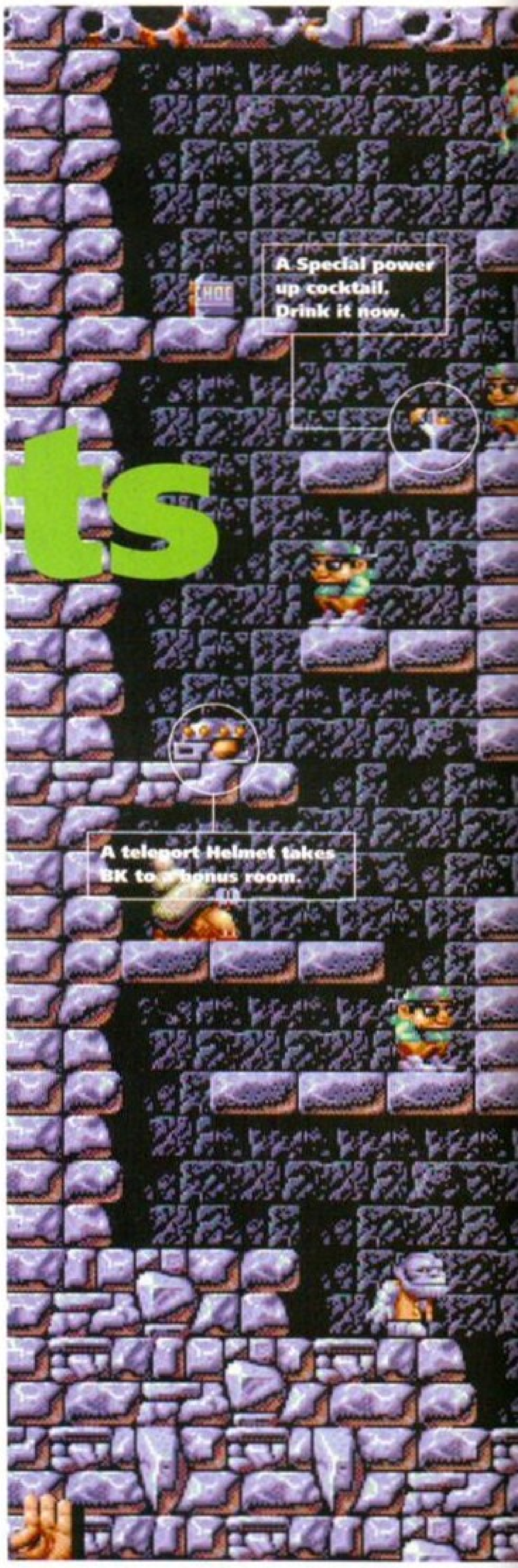
SNAKES – Familiar friends to Gods players. These are less nasty but twice as smart.

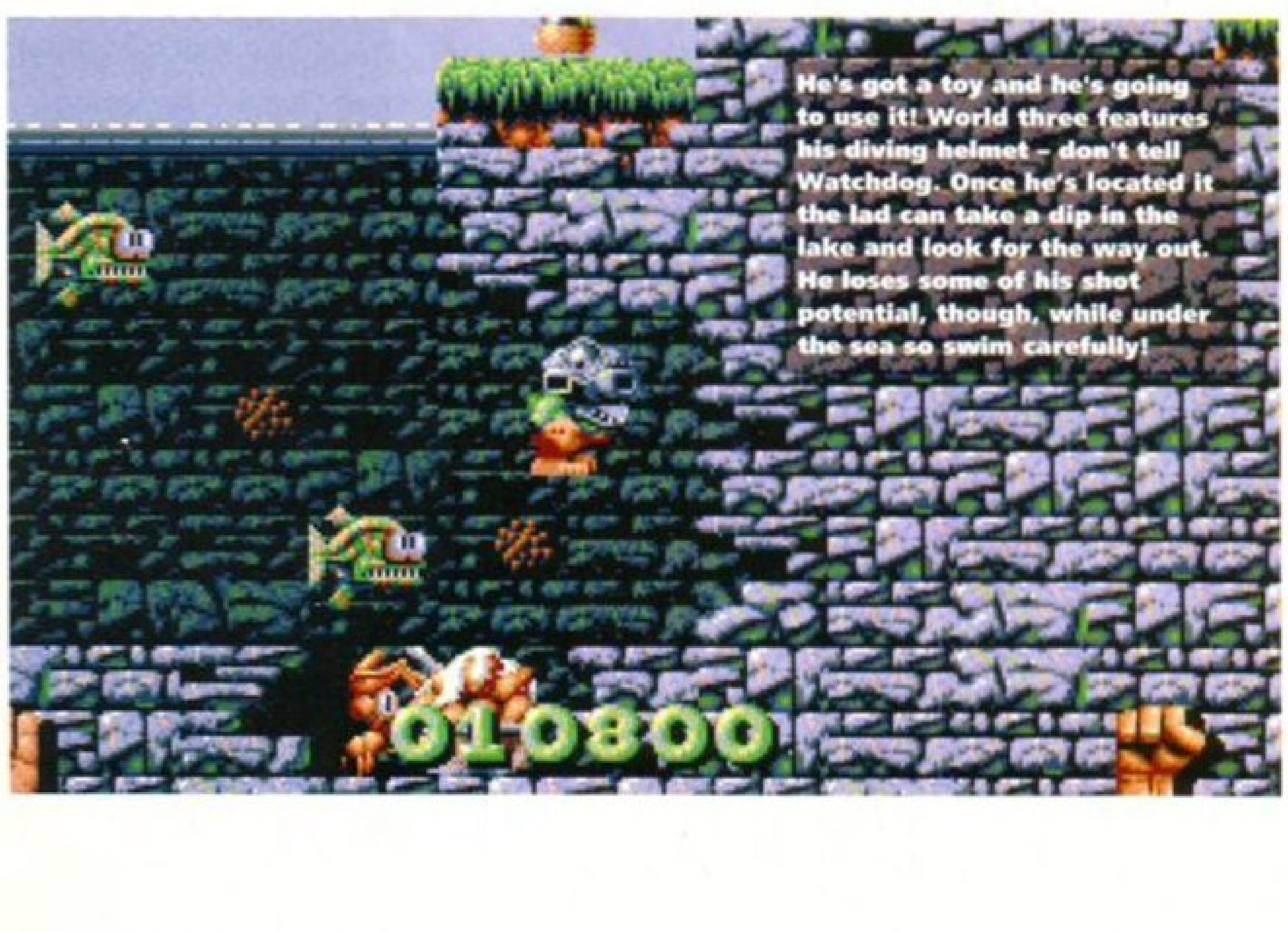
MONKEYS – When they beat their chests, run! They leap after you, regardless of the hits it costs them and they will get you!

How can a young kid survive such a hostile environment? Well, shoving his hand deep into his pockets, the Bitmap Boy can conjure up shots to hurl at incoming baddies. They come in four different strengths which are increased by holding the fire-button down. With a flick of the stick these can be thrown looping up, straight down or ahead.

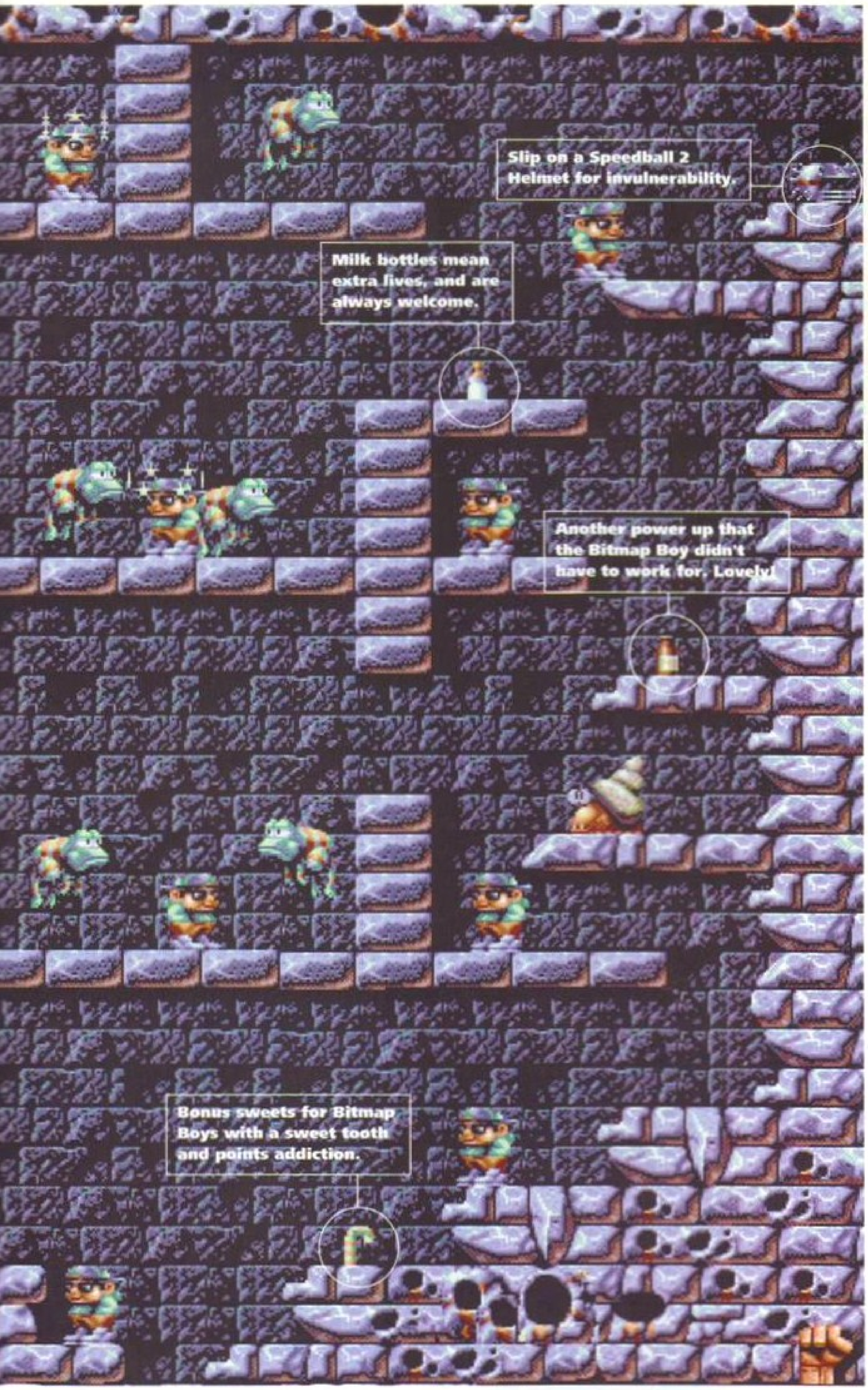
The style of the attack from the Bit Kid's pockets varies from world to world. On world one (caves) he gets a whirlwind, which can throw him into a deadly spinning attack – but he must keep spinning. Level two uses clouds, which help create platforms by bursting over plants and making them grow. Level three works with ice cubes that make the lake world freeze over and provide safe platforms. World four features snowballs which can be rolled ahead of the lad to protect him from incoming monsters in the mountains. Each one stresses different skills and so significantly alters the game's focus.

But there's more. The largest shot also gives the kid trapping power. Hurling a full-power shot out gives him a chance to capture a bad guy, if it lands on them. Once caught, BK only has to walk into the whirlwind/cloud/cube/snowball to generate a bonus, which is either a sweet or a power-up. And every time he hits full boost, both his life indicators and power bar change to show what bonus is on offer next.





He's got a toy and he's going to use it! World three features his diving helmet – don't tell Watchdog. Once he's located it the lad can take a dip in the lake and look for the way out. He loses some of his shot potential, though, while under the sea so swim carefully!





On world two, the chosen attack method is clouds. These can be made to water plants, trap baddies and just plain killing.

Pick 'n' Mix

Every sweet has value, but knowing what that next bonus will yield is a vital part of a successful Pockets campaign.





In world three the Bitmap Kid throws out Ice cubes. These can freeze up the lake and make a path across the watery world.

The bonus system is tied directly to the score. Each time you kill a monster without trapping, the bonus cycle moves on a step. So if you keep a careful eye on the indicators, the kill count and the score, you can create everything from extra lives to super porky shots on demand. With a fresh power-up every 5,000 points, the world is your bonus oyster.

Battlezone

Waddling through a level, the Bitmap Kid gets a fair look ahead. You have to keep your eyes peeled to spot destructible blocks and monsters. When the heat's turned up and the foes start to flow, you need a cool head and sharp stick control. Will a nasty die from one shot or is it going to take more? Is the bonus counter

> The Bitmap Kid's a chubby, bouncy kind of guy. Bedecked in T-shirt, shades and baseball cap, he's a child of the Nineties.

showing something worth trapping for? Is discretion the better part of valour? Fast blasting abounds and things get a little tense while you're waiting for a full power shot and the beasties are crawling ever closer.

Combat is the driving force behind the whole show. There are manipulative puzzles involving the landscape: blocks that can be blasted away, platform plants that can be grown and lakes frozen over, but these are functional. You have to complete these tasks or you won't reach the exit. It is the battles that provide the challenge, although finding

Continued overleaf



What a curious looking plant! Now I wonder what would happen if a little kid was to magic up a power four cloud and let it burst over that button thingy?



There's only one way to find out. Pump up that pocket power and plop up a cloud of maximum potential. Aiming it over the button could prove tricky but no monsters are attacking so it's cool.



Wow! green fingers are obviously one of the boy's hidden talents -- though quite how he managed to get them that colour... Personal hygiene aside the newly grown plant now provides extra platforms, so our hero can reach new heights.

and using the correct technique to kill with that nastily-grouped, group of nasties without loss of life isn't always easy.

Bonus builder?

The very bonuses that are supposed to help BK along, though, often hinder play. Sure it's conceivable that some bonuses can be red herrings, but with the Bitmap Boy's lack of leaping mobility it's often impossible to dodge them. This is particularly annoying if you're in combat and tred upon a sweet. Your next shot will be sweets, which earns you points, but doesn't help destroy the monster currently on your case.

The bonuses also provide the key to warping levels, but their inclusion means that there's no save game or passwords facility. *Gods* was a task and a half with three saved game points over 12 levels. *Pockets* is 30 levels long and to jump through you'll need to play early levels again, and play really well.

The Bitmap gloss?

The backdrops and sprites are immediately familiar to anyone who's played a Brothers game before. They have a textured feel that Mark Coleman always seems to manage to wring from 16 colours, with some neat new tweaks. The monsters are of the large, distinctly beefy, variety. They are well animated and are oozing with personality: yes they've that kind of personality!

The Bitmap Kid's a chubby, bouncy kind of guy. Bedecked in T-shirt, shades and baseball cap, he's a true child of the Nineties. He doesn't so much walk as waddle and takes strange looping leaps to avoid bad guys and reach higher platforms. He blows gum into bubbles and uses his toys with slick animation.



A friendly local bubble-gum machine provides him with a lift. There's his bike: the object of his world one hunt.

The big graphic stumbling block, and stumbling is the ideal description, is the scroll. It works, no quibbles there, it lags behind just the way it should when the boy goes into super jump. However, as the kid waddles forward so does the screen. It's not massively irritating but it is noticeable and impairs the game's otherwise excellent graphic gloss.

Soundwise, *Pockets* digs deep. With a cracking Betty Boo tune (OK, so it's as good as any Boo tune can be) at the intro and renditions of it throughout: the music is memorable and for all the right reasons. The sampled bonus "wows" have a childlike authenticity as do the "oofs" when BK collides with a





Once on his bike, BK is invulnerable, so it's time to ride like a demon and kill, kill kill. Oh yeah, you've got to go to the exit as well.

creature. The other spot effects of monster mashing and general mayhem are crisp too. Well integrated with the game, providing clues about the off-screen action.

Parental guidance

Magic Pockets has a lot to live up to. Following on in the shoes of *Gods* and *Speedball 2*, it makes a hefty attempt at the grade with a solid, semi-secret bonus system, gameplay twists with changing weapons, all backed up with strong graphics and excellent sound. Putting its scrolling foibles aside though, what it does, it does very well.

What *Magic Pockets* does lack, though, is any real sense of pace. The length of each world (five, six, seven and eight levels per world respectively), means that the backgrounds and monsters get repetitive even when design doesn't. There's little excitement and nothing to drag you back in the game when the continues run out. It's not terminally boring, far from it, but it lacks that real hook.

A slick package, *Magic Pockets* works hard but doesn't have that cutting edge. The bonus system is excellent once you've mastered it, and there are some neat traps and humorous sprites. The elements are all there but some how the chemistry fails, the gameplay reaction just doesn't happen. *Magic Pockets* is good, but only good.

Trenton Webb

Magic Pockets
Renegade ■ £25.99

- A huge platform game: 26 levels and four bonus rounds!
- Usual excellent Bitmap's graphics but hampered by a juddery scroll.
- It somewhat lacks the pace and visual variety to hook you.
- Inventive and flexible bonus system for points and power-ups.
- An original platform romp with a fair wadge of humour.

Amiga Format Verdict 85%



After finishing world one the Bitmap Kid races the Rock Monsters for bonus points. It's a Le Man's start so be ready to muscle yourself a machine real quick.



Bitmap Boy can't swim! So when he's in the lakelands keep him out of the water. Otherwise his mum will whinge and ask a load of awkward questions about where he's been, what he's been up to and why he always keeps one hand in his pocket!



Teleport helmets are immensely good value point's wise. Pop one on, pull down on the stick and you're transported to a room like this, full of goodies. Be warned you've very little time to grab them !

Nebulus 2 Pogo-a-go-go

The first Nebulus was a success thanks to a new graphics system revamping an old game style. Have 21st Century done it again?

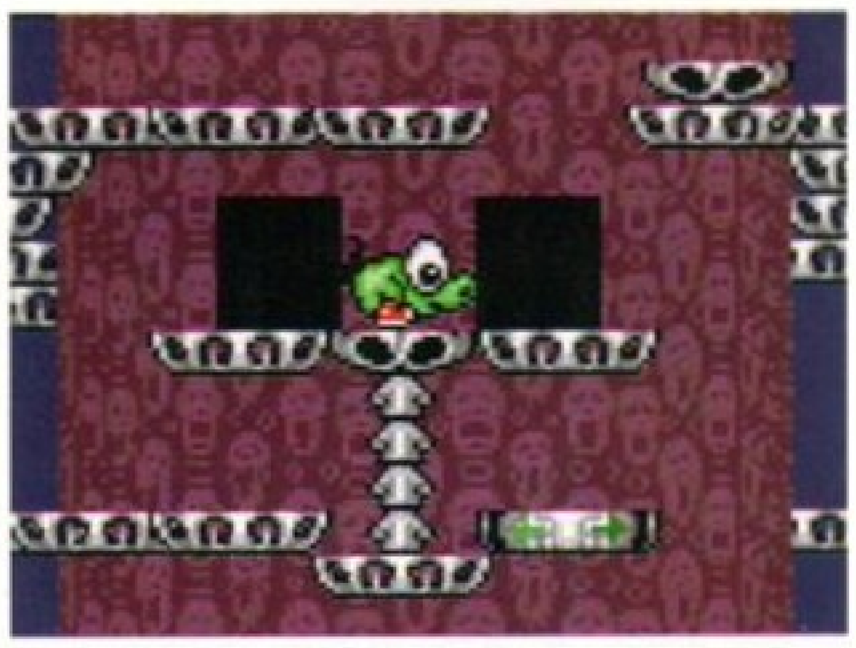
Much like its predecessor this is a platform game where you, once again, take control of Pogo (the hero) hopping from platform to platform, in a mission to save the galaxy from The Evil Uncle (and you can assume he's not the hero) who has taken control of the mighty Towers of Life. These colossal constructions are built on various planets and they extract oxygen from the ocean and pump it into the atmosphere, so that life itself can flourish. Unfortunately, the evil Uncle is blackmailing the inhabitants into paying him extortionate amounts of money to perform this process.



Tower Critical! Pogo is on his way down this time repairing the damaged towers. It's a simple job, all he has to do is stroll across 80 per cent of the platforms and the whole structure will be rendered safe. If you can call a place littered with traps, demons and suspicious-looking ooze safe!

Mission control

With 16 levels to plough through, Pogo must recapture and reconstruct all eight of the towers. Options are available to play only the towers which need capturing or those which simply need repairing. In a normal game you take turns to do both. Just to put the pressure on, though, each level has a time limit and running out of time causes you to die! Losing a life just as you are about to complete a level has to be the most painful experience in gaming history, it would be acceptable if the levels were a reasonable size and you knew how far there was to the end of each tower, but in *Nebulus 2* they're too big and you are never sure how far up the tower you really are.



Second floor: lingerie, cookware and monsters. Lifts prove to be the best way to get around in the strange world of Nebulus. Just hop on and move the joystick up.



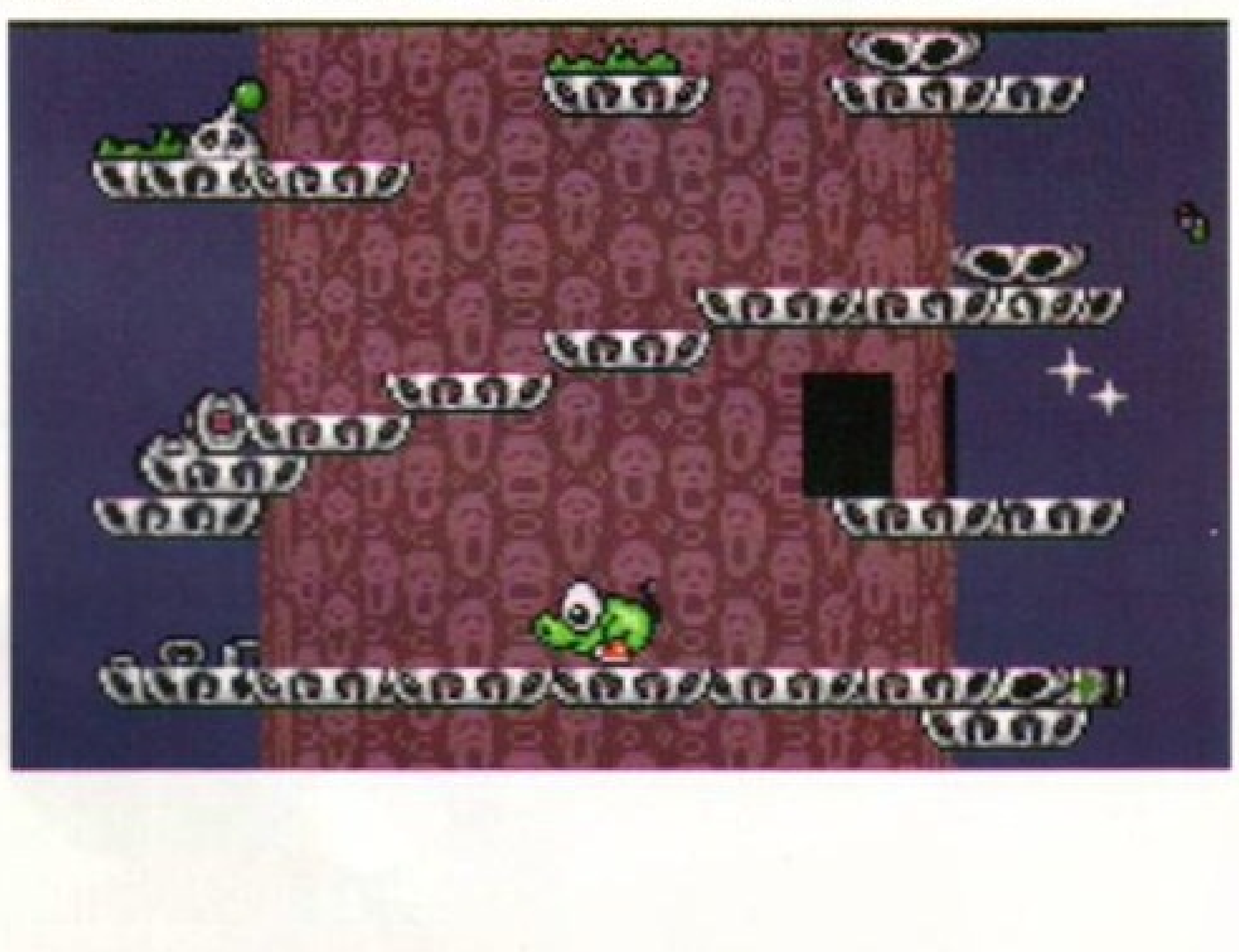
Using his inventory Pogo has found himself a jet pack. This allows the boy to destroy nasties on his own level, scoping out the locals and their traps.

Pogo, after being transported to the lowest level of the first tower, must use the various lifts and platforms to rise to the top. As he does so the screen scrolls vertically, bringing more of the tower into view. Walking left or right, rotates the building, thus bringing the other side into view. Scrolling is smooth and the tower spins around solidly. As in the predecessor, tunnels run through the centre of each construction which, when entered, can transport Pogo around the tower, the difference in the sequel is that some of the tunnels are locked and so Pogo requires a key to unlock the door. (Wow!)



Have a heart. If Pogo isn't careful the hearts will get him and the poor world will suffocate as the towers stop pumping out air. Onwards and upwards my dear frog, for the sake of us all!

Now what does that switch control? There's only one way to find out, but that involves a daring raid, across the silver spikey things, over the platformy things and past the terrifying green ooze.



If you reach the later levels Pogo's task is to repair the damaged towers. He achieves this by walking on at least 80 per cent of the platforms as he travels back down towards the sea. What's confusing, though, is that gravity has now been reversed, so when he's hit he falls upwards! to a higher platform, or even worse falls from the planet.

Collect and conquer

It's a good job for Pogo that sprinkled around the towers are some helpful parcels. Collecting one of these allows him to select an assortment of strap-on utensils. Keys, magnets and rockets can be selected from the menu and stored away for later use. The boots are the most useful, granting him the ability to execute a single high jump: used with care this can often free him from countless traps. Pulling down on the joystick, while on a platform, activates an inventory menu, allowing Pogo to use equipment already collected. Once an item is chosen, it is only a matter of pushing up on the joystick to use it. Some of the features are almost useless, the all-seeing eye (which allows Pogo to see the rest of the level) is simply a waste of time.

Inbetween levels you get the chance to play one of the three bonus games on land, sea or air. The most playable of the three is the land level where Pogo rides an alien donkey,



In a fit of pique Pogo trashes a tower, as if to show his disdain for its inhabitants and their futile traps. This bullish attitude soon evaporates when he gets to the next tower! Wonder why that is?



Alas poor Yorick, I knew him Horatio. There's no time for jokes with a bouncing skull floating overhead and a purple tendril dangling in a life threatening way.

collecting time-awarding parcels whilst dodging rocks, bombs and killer beetles. Any bonus time that is gained here is added on to the next level and so improving the chances of your success.

Spin those spheres

The demons that plague you take various forms. On the first tower they are bouncing skulls, beating hearts and rotating spheres. Fortunately, many of these can be taken out by simply pressing fire and letting rip with a lethal plasma-bolt. Although this destroys some of them, the majority of monsters are indestructible and have to be avoided at all costs by either walking under or jumping over them. When Pogo's hit by a monster he falls down the tower until he can grab hold of another platform. If this happens near the bottom of the tower then Pogo takes an unfortunate dip in the sea, causing a loss of one of his four lives. This happens all to often and forces him, painfully to start the level all over again.

Towers also contain some special platforms, which come in the form of lifts and transporters which help Pogo along his way. Glue and slippery platforms, though, affect your control of the hero, often causing repeated death on the trickier stages of the level. A tower is only captured when Pogo enters the highest doorway. Once this is done, Pogo simply presses the self-destruct button and flies off to safety.

Huge, slow and hard...

The most annoying part in *Nebulus 2* is the loading system. It is much too slow and because of the length and difficulty of each level, you will be constantly waiting for the disk drive to stop, it will also try your patience severely. It does, though, contain some neat little touches: the characters are very cute and well defined and the vertical scrolling is nice and smooth. The sound effects, while Pogo bounces along, are good. The music on the other hand will soon have you reaching for the volume control to turn it down. Sadly it could easily have been an excellent game, if the loading system had been faster and the game-play less frustrating. As it stands, *Nebulus 2 Pogo-a-go-go* is a fairly average little game, which will appeal only to the real die-hard platform freaks.

Graham Clarke

"Nebulus contains some neat little touches: the characters are cute and well defined and the scrolling is smooth."



Thanks for the lift, but no thanks. The skulls should be easy meat though, a few quick shots to the head (what else could it be) should see them off.



Referee! In a bid to hurry you along, a flying lizard comes after you. Still if you can avoid him and get to those pressies...



DYNAMITE PLUNGERS. And just for you, here is the friendly chap. Pressing fire while over a plunger activates the fireworks.

MOVING PLATFORMS. These differ in appearance because of the big left and right arrows which flash on their side. They are operated by pushing up on the joystick, as long as Pogo is situated upon one.

PARCELS. Each tower contains several parcels which Pogo can turn into one of six power-ups.

SWITCHES. Flick the switch and something wonderful will happen, such as a parcel appearing!

LIFTS. Lifts are used to carry Pogo from one level of the tower to another.

POGO. The main man in this little platform-based adventure. You'll find Pogo has the capacity to walk, operate weapons and do anything except swim. Damn.

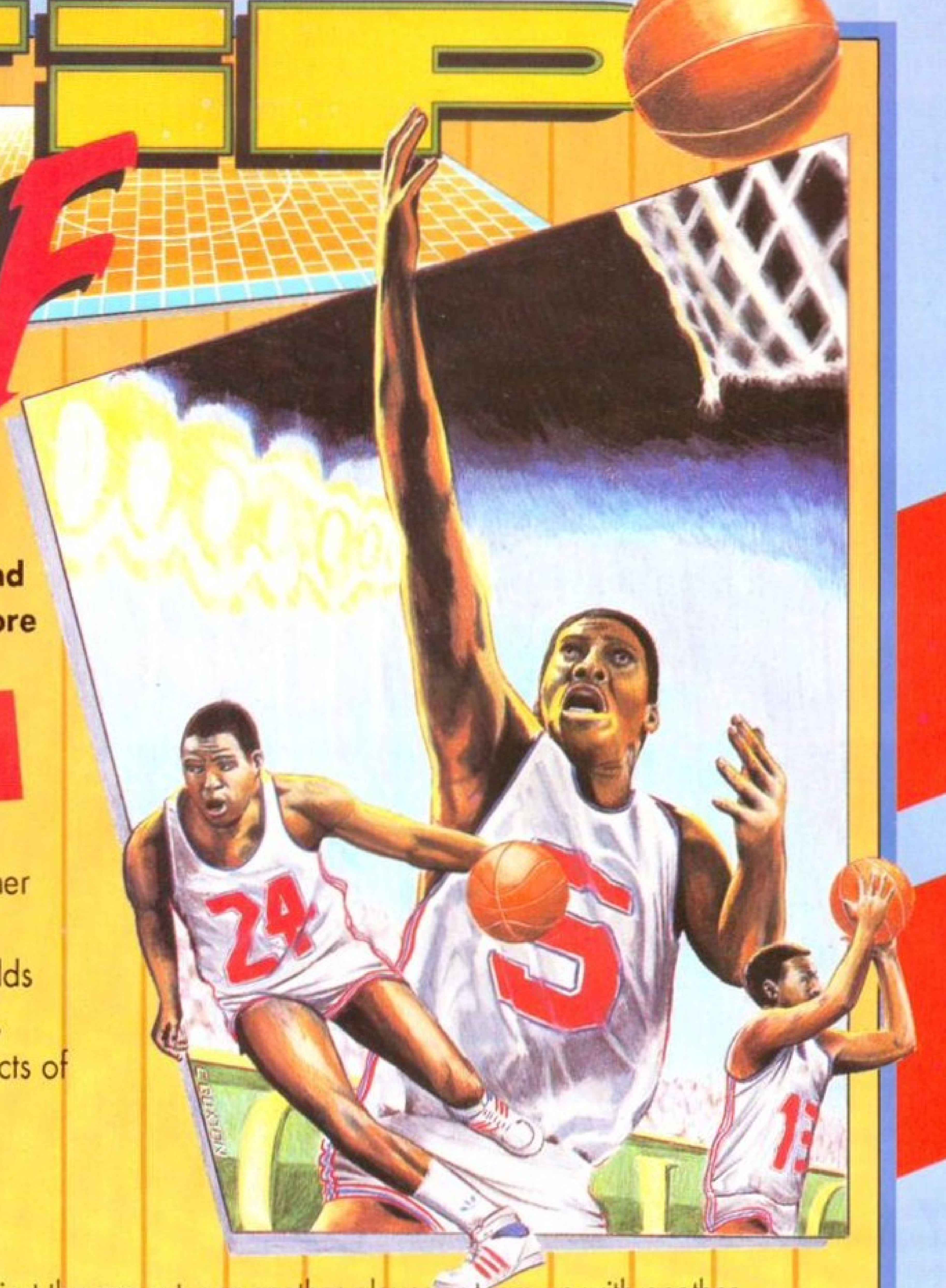
SKULLS. These bounce around the platform on a fixed flightpath knocking you off your platform. Only skulls that block your path can be shot.

Nebulus 2
21st Century ■ £25.99

- Big game containing 16 extremely hard towers and three sub-games.
- Graphics are small but colourful and well detailed.
- Music is limited but effects are good.
- The very slow loading causes you extreme irritation.
- Game quickly loses playability due to repeated death.

AMIGA FORMAT Verdict 63%

TIP OFF



The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

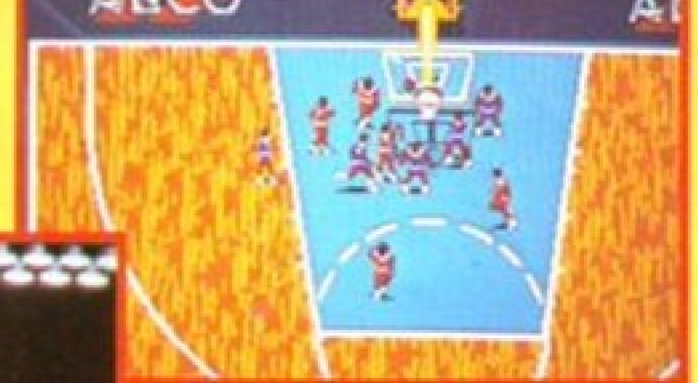
A SIMULATION WHICH IS GREAT FUN TO PLAY

Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

* Multi directional scrolling screen
* Five skill levels. Skill level of both teams can be set independently.
* 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
* Facility to practice skills and tactics.
* Facility to create a team at all skill levels and design tactics.
* Instinctive Joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
* Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
* Two types of Leagues. Action Replay at 3 speeds.
* Extra moves are available using two independent button joysticks using the EXORLENCE System.

AMIGA ATARI ST -
IBM PC & COMPATIBLES
PRICE - £25.99







Amiga Screenshot's Shown

EASY TO PLAY - HARD TO MASTER

Published by
ANCO Software Ltd

8 Millside Industrial Estate, Lawson Road, Dartford, Kent, DA1 5BH Tel: 0322 292513/8 Fax: 0322 293422

Blade Warrior

Journey back in time to the days of the black-and-white movie – that's the graphics – then journey back further to the days of warriors, wizards and witchcraft – that's the game scenario. A fantasy hack-n-slay adventure in a twilight, silhouette world of a once peaceful land under siege. The evil Murk rules the land, humanity's only hope lies with the sword-swinging, spell-binding knight named Blade Warrior.

Seven shattered pieces of an ancient tablet lie scattered across the land. Piece them all together, and maybe – just maybe – the evil curse can be lifted. It is known that a sorcerer will trade the completed tablet for a spell that will enchant your sword. With this power, the evil Murk can be defeated. But first you must find the fragments. The playing area is displayed on a map, a series of paths interspersed with the towers of the wizards. Large gates mark the entrance to new paths, allowing our two dimensional hero to interact within a spooky 3D landscape.



Borrowing a wizard's dragon for a quick nip home is one of the easiest ways to get about. Collide with one of the other birds, however, and you crash to the ground. Try not to land on anything sharp!



Help! The skies turn red, so that means Murk must be near here somewhere. Time (as they say), for a sharp exit...

Delia Smith's Cookery Curse

Along the way, you find artifacts that can be used as the ingredients of magical spells. Take these back to your tower, and it's time to double, double, toil and trouble. Blade Warrior comes complete with a foundation course in magic. He doesn't know many spells, but trade some of your ingredients with some of the other wizards and you'll find it's amazing what you can learn.

Back out in the field, spells 'you prepared earlier' can be quaffed to imbibe our hero with qualities that the marketing men at Lucozade would kill for. Restore your health, strike down your enemy – 10 different acts of Paul Daniels–style trickery are just a function key away – just like that.

Trading with the other wizards is the key to success. There are a total of 14 artifacts found lying around. By all means use some of them for your own spells, but keep the remainder safe. Wizards are never the most securely hinged of people, and some of these guys will let a valuable tablet fragment go for all sorts of unlikely barter. The wizards also run a keen line in public transport. Borrowing a flying dragon for a shoot-em-up dash back to your own tower is perfectly par for the course, and also provides an aggro-free (ish) trip home.



Gather enough of the 'ingredients' (rats and frogs – barf city) lying around and you can start to mix yourself some spells. Keep a good few in reserve, you never know when they'll come in handy.

Some paths are decidedly more dangerous to go along than others and so any chance to avoid them should be grabbed at all costs– there are some seriously dodgy characters out there! Try and save your position fairly regularly and learn which paths are safe and which require a heavy payload of spells to ensure a mortal exit.

Black-and-white and red all over

The graphics are simple, but murderously effective. Evidently the designers behind *Blade Warrior* cut their teeth in the world of film animation. It shows – just wait until the skies turn red as you cross paths with the evil Murk himself. The silhouette display is an ingenious solution to the detail-versus-action compromise that dogs so many games. A haunting graphical atmosphere is complemented by chilling effects. The sword-fodder sprites look fantastic and our hero cuts his swathe with a real sense of action, although too much action on-screen slows the marching pace to a crawl.

The hack-n-slash gameplay tires quickly, but the sense of adventure and the rewarding implementation of spells keeps you going. *Blade Warrior* comes highly recommended to the adventure novice – hardened hackers will find themselves wanting just a little more.

Neil West

Blade Warrior
Image Works ■ £

- Haunting visuals and atmospheric effects. Expect to see this technique used again.
- A whole Hammer house full of nasties.
- Combat sequences require a degree of technique, but tend to degenerate into merely brawlish hacking.
- Limited depth suits the beginner, but may prove unfulfilling to the expert.

Verdict 74%

Robin Smith's International Cricket

There haven't been too many cricket games for the Amiga and it's not hard to see why, actually. It's a quiet, contemplative game best suited to the village green, and thus doesn't lend itself to constant, high-speed, joystick-blasting action. But Challenge Software, true to their name, have grasped the gauntlet firmly and plunged ahead with a game endorsed by one of the most consistent England players, Mr Robin Smith.

First you must select which country and squad members you wish to play. As with many team games, the players' names included are out-of-date almost as soon as they've been added, but at the time of writing, the seven international teams included seem to be pretty accurate (except for the deplorable absence of Viv Richards from the West Indian side). Each player has a rating which rises and falls during the game. This indicates how he's currently performing. You'll need to watch this when changing your bowlers during the match because they get tired or damage the various tiny muscles in their toes or groins or somewhere. For the batsmen, it doesn't seem to matter though.



The makers of the game refer to this as the 'Balcony' view. It shows quite clearly what's going on, but as is evident, the players are a bit too small to be seen in any sort of detail.



Your English chap is running up to bowl. You will have decided which part of the wicket to aim at, so his eyes are fixed on those tiny bits of wood 22 yards away.

Bowled over?

You can decide whether to play a one-day game or go for a full test. If you go for the full test match, you're going to have to miss a couple of days work because it doesn't exactly go quickly. You'll also need to select the duration of the match in overs, and then the scene switches to a view of an anonymous cricket pitch, with data on the weather, the batting and the bowling displayed below it.



His reflexes flash and he smacks the ball past the fielders towards the outfield. It's a four! Once again, the West Indians make a mockery of the best bowlers England have.

Here's the problem. The game takes over and you watch from the commentary box as ball after ball is played, run after run is accumulated and wicket after wicket falls. You simply play very little part in the proceedings. If you're bowling you can swap the bowlers after each over, but that's about it. If you're batting, you can change your style between defensive and attacking at the end of every over, but again, that's about all you get to do!



All the vagaries of cricket are included. Batsmen can be caught, bowled, stumped or run out. But, on the bright side, they can also put sixes away over the heads of the opposing team.

Short square legs

The pixelly, blocky bowler trots up, an overlarge ball is hurled towards the batsman, who always seems to play the same shot, then the ball zips off in a random direction. Any nearby fielder chugs across to retrieve it whilst the batsmen rush up and down, piling on the runs. Meanwhile, you watch the unimpressive graphics, unable to contribute anything except the odd swear-word when one of your vital batsman bowled or caught out.



Select your team from 16 eligible members. Each has a rating from one to three, indicating his fitness and ability. Go for all the threes first, then choose the twos. Oh, and make sure Robin is included.

Cricket lovers will be disappointed. Even for them, there isn't enough to do. You can't change batting orders, train your players or otherwise make the team better than it starts off. People who don't start off as great fans of the real game won't get hooked (as has happened with games like *Kick Off*). In fact, they'll be bored senseless. It's a pity, but *Robin Smith* doesn't come off, which means the world is still waiting for playable cricket on the Amiga.

James Leach

Robin Smith's Cricket Challenge ■ £25.99

- The whole ground is shown, so the players are tiny white specks that scoot about. The ball flies around parallel to the ground and you really can't see what's going on.
- There's no sound whatsoever.
- A pack of blank score cards included with the game won't go far to mollifying disgruntled cricket fans.
- Match details are accurate but the tiny figures don't behave much like they're playing cricket at international level.
- A game takes over half-an-hour to play, and you don't actually do anything.

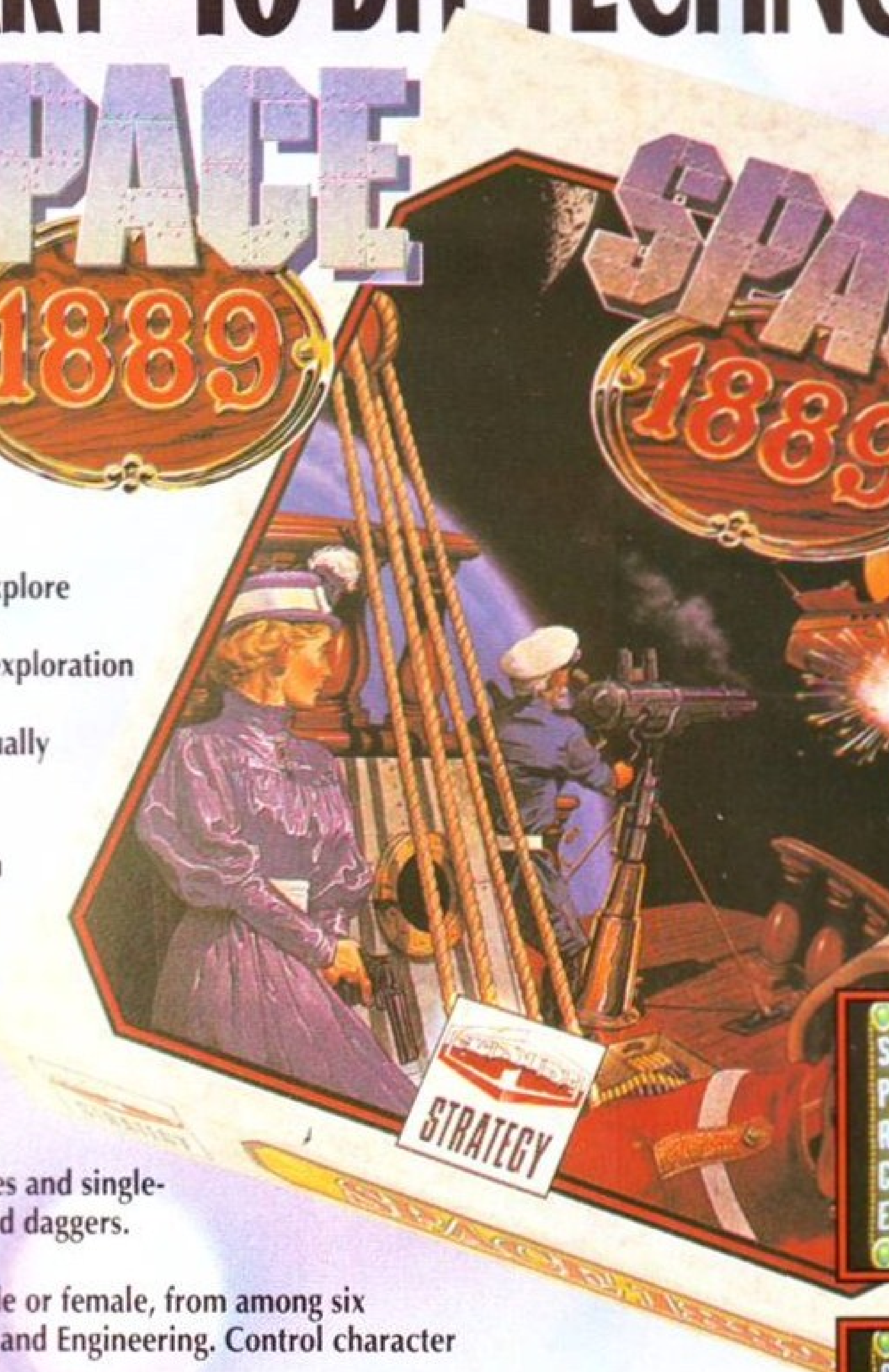
Verdict 35%

'STATE OF THE ART' 16 BIT TECHNOLOGY

The mystery/role-playing adventure, combining History and classic science fiction, based on the world famous role-playing game by Game Designers' Workshop.

Space 1889: Discover a recreated solar system as envisioned by the scientific theories of the 19th Century and in the imaginations of such classic writers as Jules Verne, A. Conan Doyle and H.G. Wells. Written by the same team as the critically acclaimed 'MEGATRAVELLER 1'

SPACE 1889



INTERPLANETARY EXPLORATION

- Visit the canals of Mars and deal with warring Martians; explore treacherous swamps on Venus; travel through the mysterious underground caverns of the Moon . . . Even Earth is ripe for exploration and rife with intrigue . . .
- Planets and stars are accurately represented in Space. Actually navigate by the constellations themselves!

DIPLOMACY

- Overcome corrupt German conspirators, a radical Martian religious cult and the awesome intelligence of an advanced alien society that has escaped notice for thousands of years.



WEAPONRY

- Historic 19th Century weapons include 30 guns, 4 throwing weapons and 9 close combat weapons. Ranging from bolt-action rifles and single-barrel revolvers to swords and daggers.

PROFICIENCY

- Create five characters, male or female, from among six attributes and 24 skills, including Fisticuffs, Crime, Theatrics and Engineering. Control character development through a wide variety of careers.

HISTORICAL ADVENTURE

- Over 100 locations to explore on Earth alone - all depicted with historical accuracy and fascinating details. Including London, New York, San Francisco, the Far East and the Valley of the Kings.

TACTICS

- Realistic combat sequences let you control each character individually, while still giving general orders to the others.

VERSATILITY

- Meet and interact with over 500 unique characters, each with distinct personalities.





SCREEN SHOTS TAKEN FROM IBM PC VERSION

MEGATRAVELLER 1



Based on MegaTraveller by Game Designer's Workshop, the most popular science fiction gaming system and now the critic's choice as the Number One Computer Game!

AMIGA COMPUTING
Brilliantly balanced between complexity and playability - MegaTraveller 1's gameplay is a miracle..."The best RPG/Adventure game of the year."

CU AMIGA
A fantastic RPG with loads of puzzles.

AMIGA FORMAT
I can't think of any role-playing game which has the depth and richness of what's going on.

GAMESMAN
This game is truly, uncategorically "Mega!"

ACE
A quantum leap for sci-fi RPG's.

AMIGA COMPUTING
"A triumph of intelligent game design."

THE ONE
No other computerised RPG comes as close to being an accurate conversion as MegaTraveller 1.

GEN 4
MegaTraveller 1 is THE Game of Today...

AMIGA POWER
"Terrifying depth, friendly and helpful controls, great atmosphere, excellent balance of strategy and action.
A wonderful piece of role playing software that everyone should play."

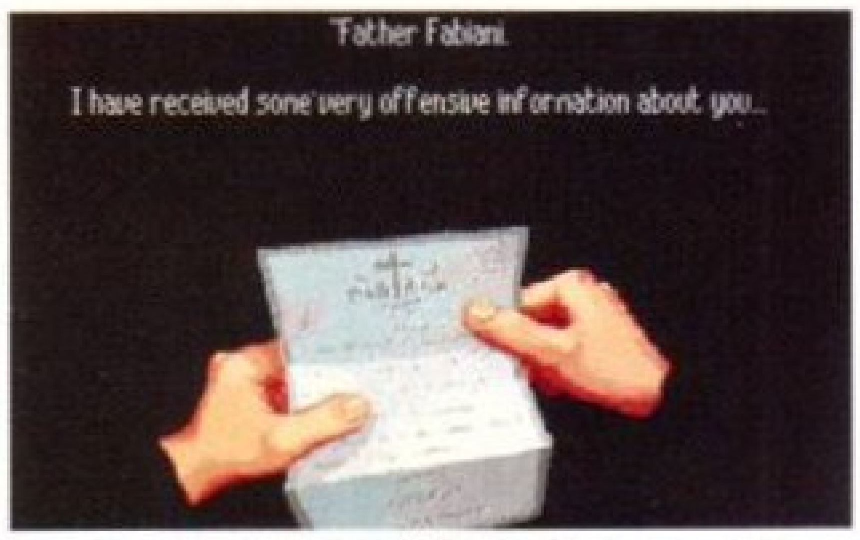
EMPIRE STRATEGY

AVAILABLE ON:
CBM AMIGA, IBM PC & COMPATIBLES AND ATARI ST

EMPIRE SOFTWARE, 4 THE STANNETTS, LAINDON NORTH TRADE CENTRE, BASILDON, ESSEX SS15 6DJ. TEL:0268 541212.

There's no-doubt that period detective dramas are extremely popular. Just look at all the successful books, films and TV series that have been made based on Agatha Christie characters. Well now you have the chance to take part in one of these adventures for yourself thanks to the partnership of Delphine and US Gold.

Cruise for a Corpse places you as Twenties detective Raoul Dusentier, an Hercule Poirot type character, as he sets off on a well-deserved holiday. One spring morning, you receive a telegram from wealthy businessman Niklos Karaboudjan inviting you to join him and his guests for a cruise on his magnificent vessel the Karaboudjan III. Unfortunately, just as you arrive on the craft, Hector, the host's butler rushes into your cabin carrying terrible news. It appears that Karaboudjan has been the victim of a vicious attack!



A rather serious letter hints that one of the guests is not all that he appears to be.



Raoul must not be tempted by any of the luxurious tipples to be found at the ship's bar. A clear head is what's needed to get through this investigation. On the other hand this chap may be able to provide you with some information...

Cruise for a Corpse

Now this long-awaited graphic adventure has arrived, does it actually transport you to the world of Hercule Poirot, or is it as dull as the local cop-shop's paperwork stack?



You follow Hector to find the body lying on the floor of his office with a knife protruding from his back. Before you can take any action however, a shadowy figure renders you both unconscious. When you finally regain consciousness the next day, the body has disappeared! Hector makes off to warn the guests leaving you to start your investigation.

You must now search the ship for clues to the identity of the murderer, hunting out various pieces of evidence and questioning the guests to find out further information.

New boots and interface

Originally, Delphine were planning to construct the game around the 'Cinematique' system they used for *Operation Stealth*. However, it soon became apparent that this just wasn't going to be enough! This is one of the reasons that the game has taken so long to put together, since a new 'engine' had to be designed from scratch.

The whole system has been changed, with both a new graphics system and a different player interface. The graphics are a strange combination of bitmapped images, sprites and polygons (yes, polygons). The main backgrounds are full-colour bitmapped images, with sprites being overlaid for foreground images and some of the characters. The main characters (such as Raoul Dusentier himself) are constructed from polygons, which allows them to be smoothly animated across the screen as well as giving them the ability to move in and out of the screen without appearing all blocky. The effects of this new system are pretty stunning!

The user interface has been improved as well. Moving the cursor around the screen allows you to select items of interest and the cursor changes shape to tell you when there is an object or character with which you can interact. Clicking on an object brings up a menu of commands, from which you select the required option. This will then carry out an action on the object or character.

A major part of the investigation is taken up with questioning the guests on the cruise. By clicking on a character and selecting

Going on a Summer Holiday

Cruise for a Corpse begins with a classily-produced, cinema-style opening to produce the right atmosphere. The plot unfolds as The scene is set – beginning with Detective Inspector Raoul Dusentier receiving a mysterious telegram from wealthy businessman Niklos Karaboudjan inviting him on a cruise aboard his yacht.

But why has Karaboudjan invited him? Is it just a harmless holiday offer, or is there a more nefarious side to the trip? The roughly scribbled envelope seems to give the impression of a man in fear for his life. How can a hardy detective not investigate?







Even though this investigation requires you to deal with some rather shady characters, there's still no excuse to forget your manners. A quick knock on the door before opening it could save you from an embarrassing situation!



Time ticks on as you find clues. If you don't see this then you're on the wrong track.



Oh dear! Maybe this wasn't the time to barge into someone's cabin! Perhaps this little tête-á-tête has something to do with the dead host... or maybe not. It's up to you to find out!



Asking the right questions is what this detective lark is all about. Oh and looking around for clues, I suppose there's that as well!

SPEAK from the menu, you are then taken to yet another section. This displays both yourself and the person you are interviewing, along with a list of subjects you wish to talk about.

The first screen is a list of characters, and clicking on a name allows you to ask more about that person. There is one drawback, however, and that is that you can only ask about people you've actually met! Asking certain questions may reveal information about another character, so you must find out as much as possible from as many people as possible and cross-question all the characters to get the full story.

There is also a 'various' question heading, which allows you to ask about objects you've found and situations you come across. This in turn gives you more information about certain people in the game. This may all sound rather complex, but the menu systems are laid out in a simple way which is easy to understand. Even when you start getting floods of information, the questioning is still easy to carry out – even though there are a lot of options!

If you're wondering why I've assembled you here...

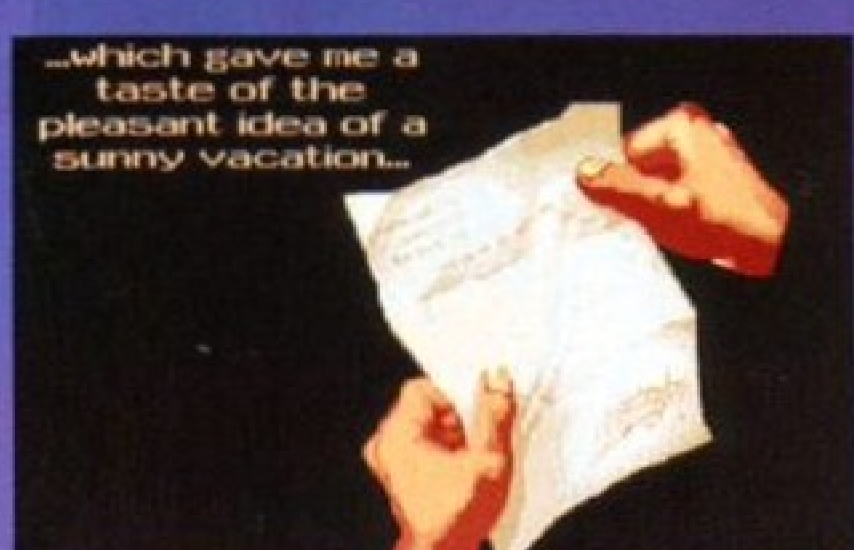
After months of waiting for Delphine to unveil their new adventure system, it would be quite a shame if it turned out to be a dead duck. Fortunately the system is an absolute beauty.

The graphical capability of the new engine is immediately apparent. From the cinematic opening sequence to the detailed backgrounds and characters, the appearance is incredible. The polygon system for Raoul's movement works superbly, with the detective moving smoothly around the screen in three dimensions. One problem that other graphic adventures of this type have is when a character moves in or out of the screen. With bitmapped images they often cause horrendous pixelisation or dodgy cuts where the character moves behind a piece of scenery while he changes size! Cruise for a Corpse suffers no such ailment. Since the main character is constructed from polygons, he can move into the back of the screen or out past the viewer without becoming so blocky that it looks like a

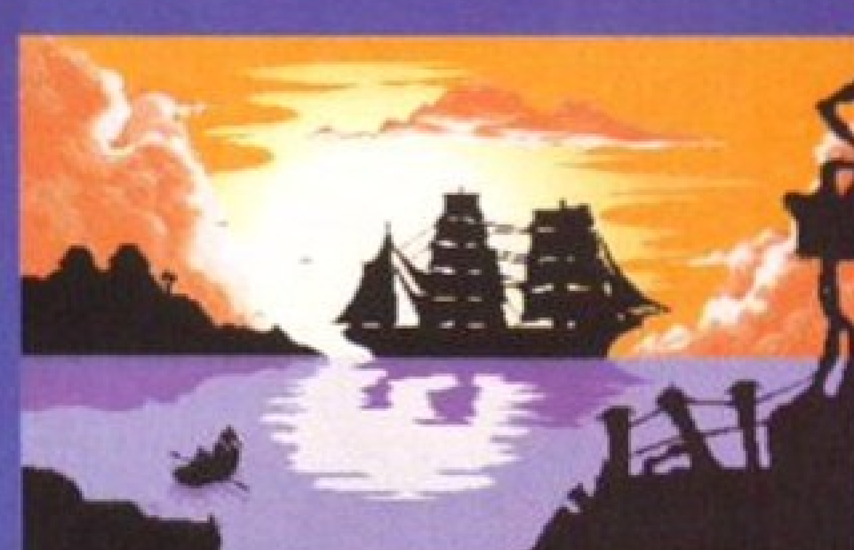
Continued overleaf

> The carefully observed period plot unfolds in much the same way as a detective-thriller film.





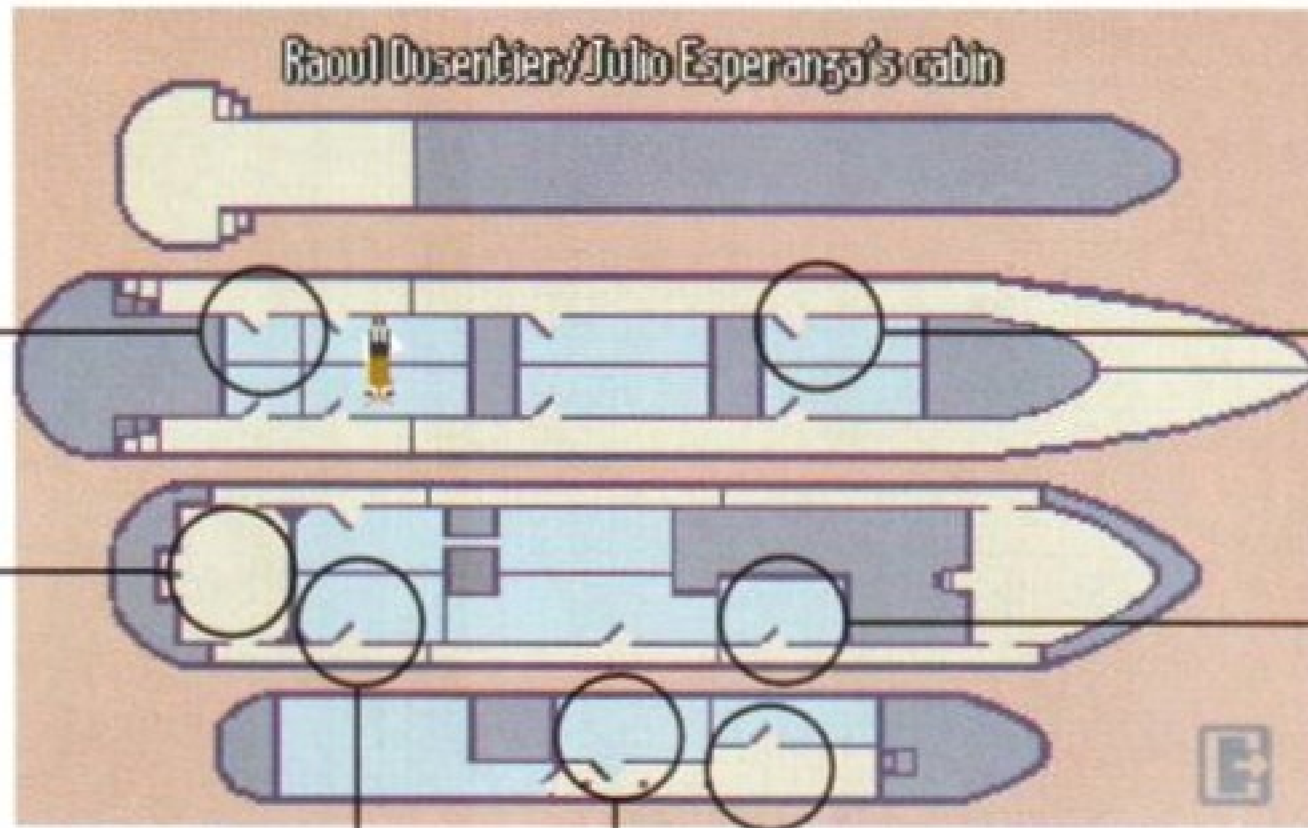
Sunset, and Raoul is transported across the bay to where the Karaboudjan III is anchored. What perils may lie in wait on this strange trip? Maybe death! Or maybe nothing will happen. There is only one real way to find out...



Welcome to the Karaboudjan III

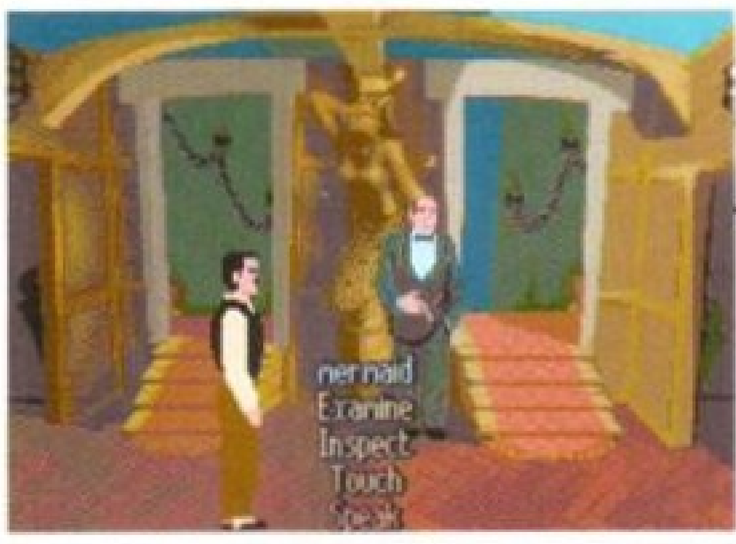


Ahem! Well... even detectives occasionally have to do something private!





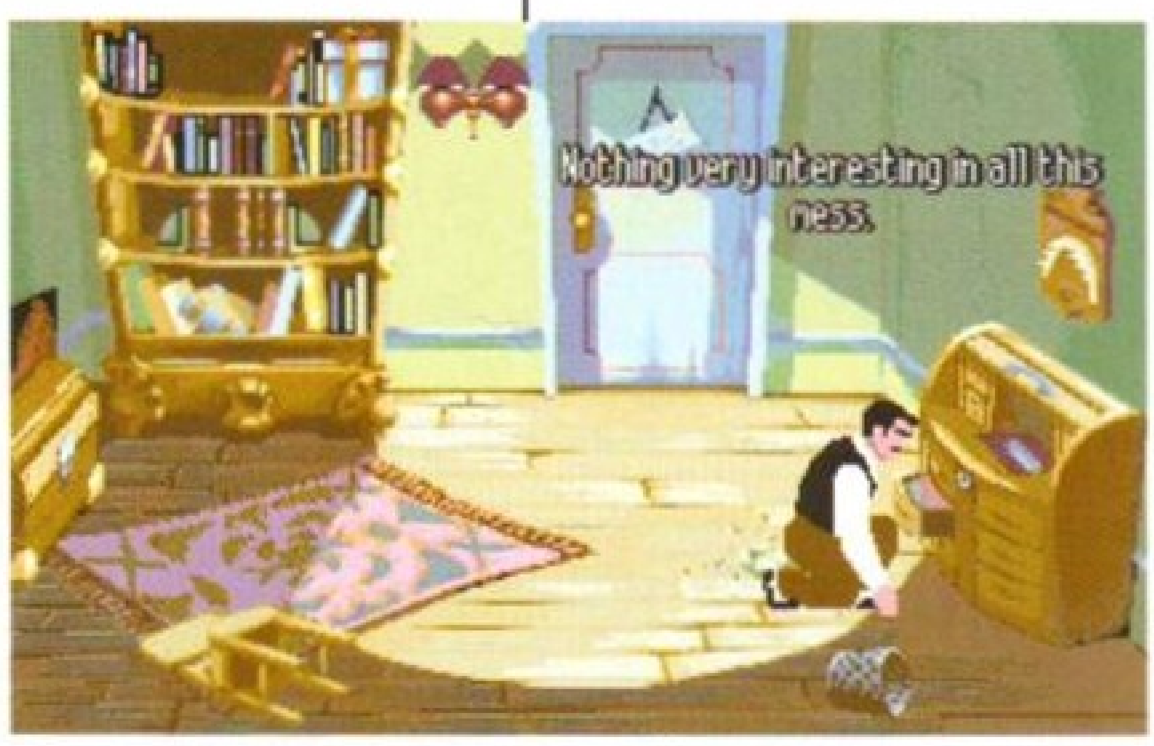
Father Fabian sits in his cabin awaiting questions from the eminent Dick.



Speaking to a mermaid? Sounds pretty surreal, but anything's worth a try.



Careful with that tap, Raoul! You may be washing away some vital evidence!



After waking in Niklos Karaboudjan's office after being knocked unconscious, it's time to start searching for clues.

In addition to walking around the Karaboudjan III, you can move Raoul between locations by way of a map. Careful planning is needed to find the right clues in the right places.



The deserted dining room may seem spooky, but clues have to be found!



Fiddling with the machinery, eh? Are you sure you know what you're doing?



A $3,000 Kartier bracelet hidden in a desk? Now why would someone want to do that? The plot thickens...

badly-made Lego model. The new control system works a treat too. Instead of having to scroll through loads of options to find out which ones are relevant to a certain situation, you are only given the commands you need at that particular point. This saves time and a whole lot of frustration!

This doesn't mean that the game is simplistic though. Operating options often causes a chain of events more complex than it would first appear. This ties into the game extremely well, allowing you to get the old grey-cells working as the carefully observed period plot unfolds in much the same way as a detective-thriller film. When a character lets slip a piece of juicy information, you can't help yourself shouting out: "Aha! The plot thickens!" (well I can't help it, anyway)!

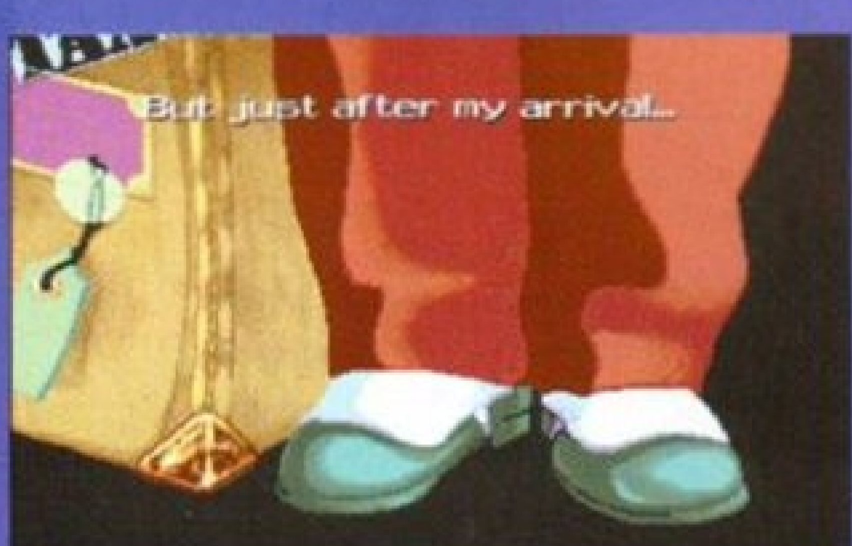
Delphine have spent a lot of time getting the atmosphere in Cruise for a Corpse spot on, and this care definitely shows. The whole feel of the game is very much in the style of Christie's Poirot stories. However, even if you're not a fan of these classic tales, the game will prove a challenging and engrossing adventure for any games fan.

Maff Evans

Cruise for a Corpse
US Gold ■ £25.99

- Marvellous presentation abounds with film-like opening sequences and amazingly atmospheric flashback scenes.
- Superb graphics system perfectly capture the feel of a 1920s' detective story.
- Easy-to-use operating system allows you to start investigating with no trouble at all.
- Devious puzzles and complex plot twists will keep you plotting and detecting for quite some time.

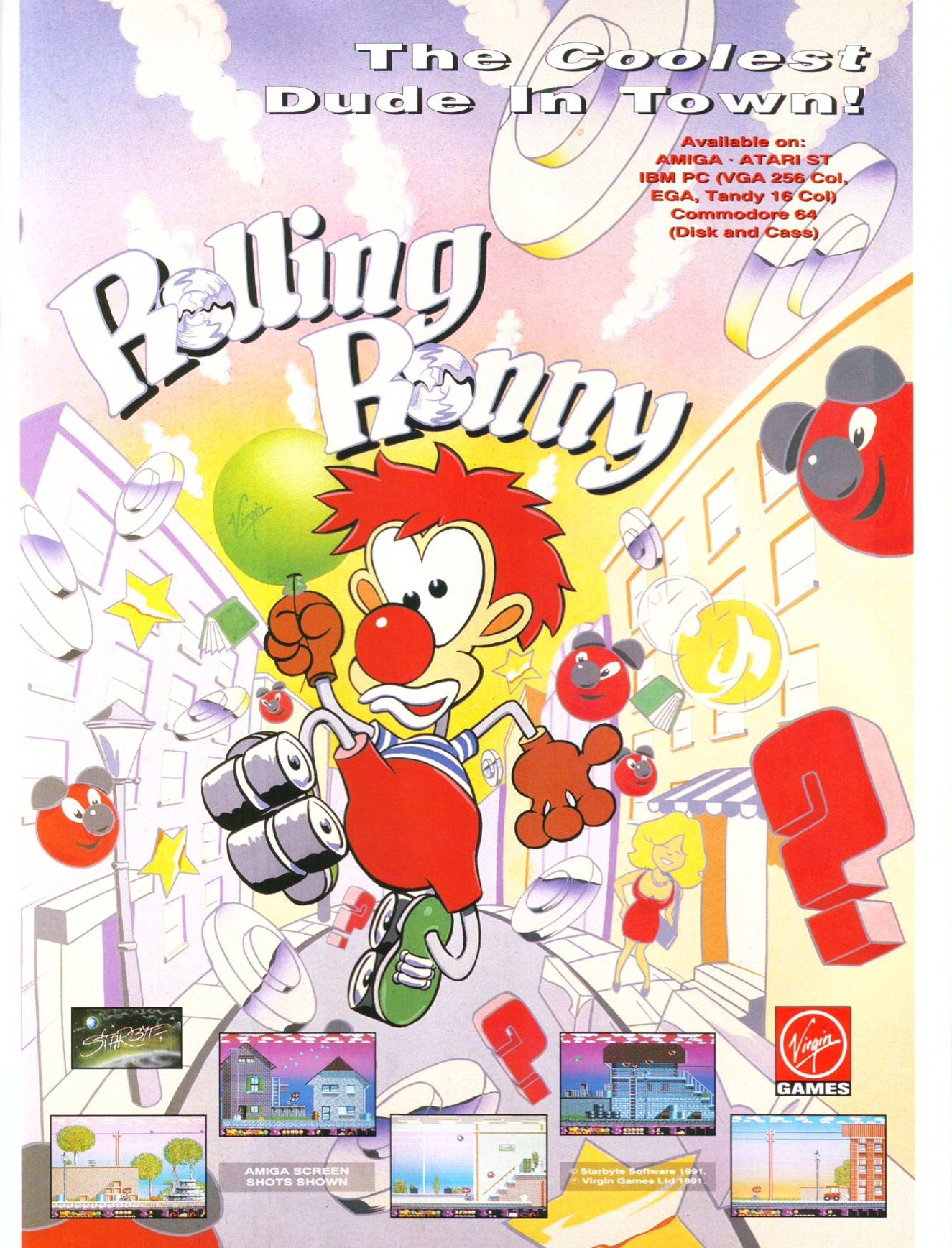
Verdict 90%



Roul's worst fears have been realised. Mr Karaboudjan's butler rushes in with some terrible news. His master has been murdered! As the two rush to the scene, someone knocks them out and hides them out of the way.







The Coolest Dude In Town!
Available on:
AMIGA · ATARI ST
IBM PC (VGA 256 Col, EGA, Tandy 16 Col)
Commodore 64
(Disk and Cass)
Rolling Ronny
STARBYTE
Virgin GAMES
AMIGA SCREEN SHOTS SHOWN
© Starbyte Software 1991.
© Virgin Games Ltd 1991.

More Speed.
More Memory.





Greater capacity - Greater capabilities.

The protar A 500 HD Series -
The ultimate Hard Disk Drive.
Your Amiga will have capabilities
beyond your wildest dreams.

protar A 500 HD.
Capacity 20 MB - 160 MB.
On-board-RAM Option up to 8 MB.
SCSI-Interface.
1 year replacement warranty.
2 years for Hard Disks with Cache.

Flexible capacity for professionals.
Made in Germany.

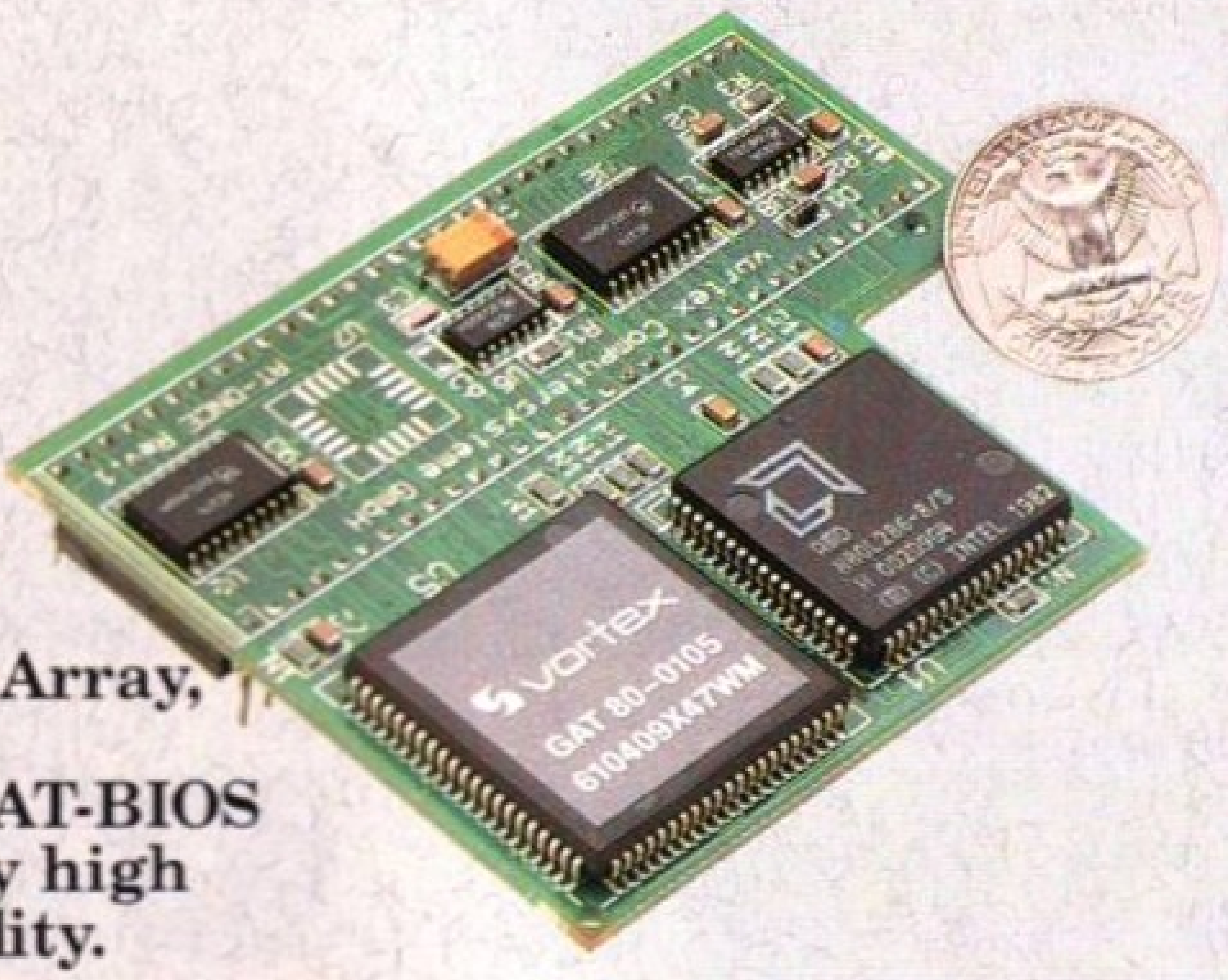
Request for further information at
protar Ltd. • Park House • Greenhill Crescent
Watford Business Park • Watford Herts WD1 8QU
Tel. 092 354 133/24 23 07 • Fax 092 321 20 46

protar

VORTEX ATONCE-AMIGA

THE ULTIMATE PC/AT EMULATOR FOR YOUR AMIGA

£199,-
Manufacturer´s
Suggested Retail Price



MOTOROLA 68000 CPU

Each vortex ATonce-Amiga comes complete with a high quality original Motorola 68000 CPU.

VORTEX GATE ARRAY

The vortex CMOS Gate Array, the ATonce Chip-Level Emulation and ATonce AT-BIOS give the emulator a very high degree of AT compatibility.

80286 CPU

vortex ATonce-Amiga is based on the standard AT microprocessor.

VORTEX ATONCE THE 286 EMULATOR

vortex ATonce-Amiga is the ultimate PC/AT emulator for your Amiga 500 or Amiga 2000 computer. It is developed and produced in Germany by vortex Computersysteme GmbH.
vortex ATonce-Amiga gives your Amiga a complete AT emulation, that includes an AT compatible BIOS, emulation of the parallel and serial ports, sound, colour graphics and hard disk support, yet while running as a task within AmigaDos!
Thanks to the use of the vortex Gate Array and SMT technology the ATonce board is incredibly compact and easy to fit. vortex ATonce-Amiga plugs directly into the Amiga. No soldering is required. Fitting is a 10 minute operation and full installation instructions are included in the user manual.
Each vortex ATonce-Amiga is supplied with a high quality low power Motorola 68000 CPU, saving you time with the installation and providing a high degree of reliability.
vortex ATonce-Amiga does not affect the normal operation of your Amiga and is totally transparent when not in use.

INCREDIBLE SPECIFICATIONS

- Low Power 16 Bit 80286 CPU
  High quality Motorola 68000 CPU
  7.2Mhz clock speed
- SMT (Surface Mount Technology) compact circuit board with low power comsumption and highly integrated CMOS Gate-Array
- Norton SI rating: 6.1
  MIPS Test: 70%
- ATonce-Amiga runs unrestrictedly as a task on the Amiga computer
- ATonce-Amiga will work with autoconfiguring autobootable Commodore compatible hard disk systems that use an AmigaDos compatible hard disk driver
- Full 640KB of DOS memory available on 1 MB Amiga.
  All memory above 1 MB (e.g. with internal/ external RAM expansions) can be used as Extended or Expanded Memory. The Protected Mode is fully integrated.
- With ATonce-Amiga the following video emulations are available: EGA-/VGA-monochrome-graphics (as far as this is possible with an Amiga), CGA, Hercules*, Olivetti* and Toshiba3100* (* these modes use interlace)

ACCESS TO 1000´s OF MSDOS PROGRAMS

- Complete integration of the internal 3.5" disk drive as a 720 KB MSDOS drive. External 3.5" and 5.25" disk drives are fully supported
- The Amiga mouse can be used as a serial Microsoft mouse. It can operate at COM1 as well as COM2
- The parallel interface can be used as LPT1 under MSDOS
- ATonce-Amiga supports sound, RTC and CMOS RAM
- All MSDOS versions from 3.2 up to 4.01 and DR-DOS 5.0 have been tested successfully
- ATonce-Amiga plugs directly into the socket of the 68000 CPU (Amiga 500). In the Amiga 2000 it is plugged onto the adapter which is fitted in one of the Amiga slots
- ATonce-Amiga is delivered with a detailed user manual. A 3.5" Amiga disk that contains the installation and emulation software is included. DOS and the adapter are not parts of the delivery
- For further information or the update-service, please contact your local Amiga dealer or call Compuserve Box # 100015,330

vortex Computersysteme GmbH - Falterstraße 51-53 - D-7101 Flein - Tel +49-7131-59720 - Fax +49-7131-55063
SDL - Unit 10, Ruxley Corner Ind. Estate - Sidcup, Kent, DA14 5SS - GB - Tel 081-309 5000 - Fax 081-300 5440

Rise of the Dragon

Stunning pictures and moody atmospheric music abound in this new Dynamix adventure, but is it a game or a slide show?

The city is a futuristic Los Angeles, full of high-tech hardware and low-life street scum from an assortment of cultures. One man is trying to keep this city clean and his name is Blade Hunter. He's a private eye from the Marlowe school of charm: tough and methodical, he always solves his cases and he always stands his girlfriend up.

The game opens with a message on the vid-phone. It's the mayor, his daughter's been killed by a mysterious narcotic and he wants an answer, but no publicity – it's election year after all! Blade has been hired, now he must try to unravel this twisted tale.



Welcome to the Pleasure Dome. This low life hangout is a great source of information for any budding detective. You have to leave your gun at the door, so persuasion rather than force will be needed if you are to get the answers you want. To ask folks questions just click on them as part of the background and a portrait appears.

Person to person

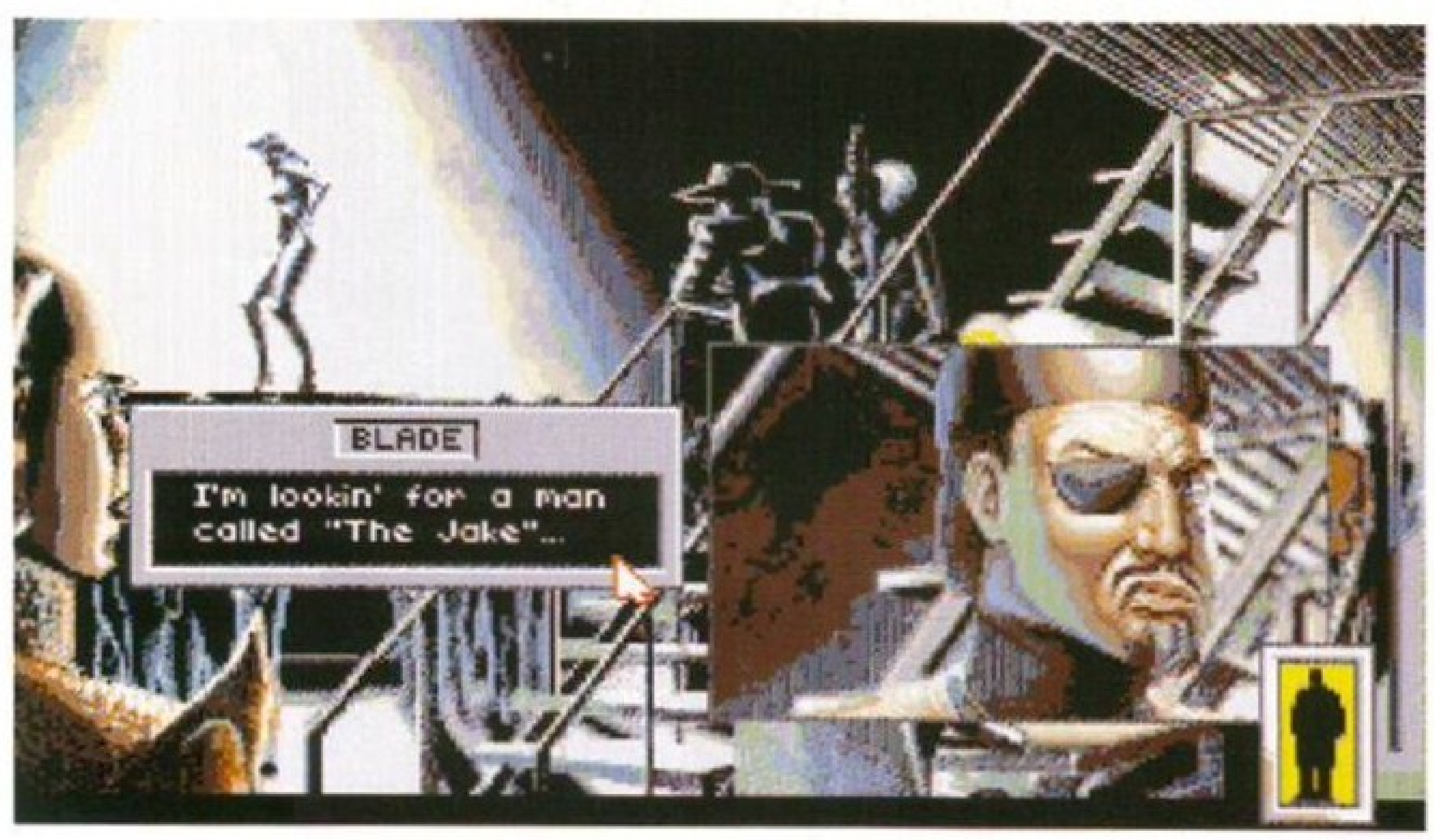
Rise of the Dragon uses a first person perspective and an intuitive mouse interface for the majority of its scenes. You see what Blade sees and rolling the mouse cursor across the screen reveals the various hotspots: active areas he can manipulate to further the quest.



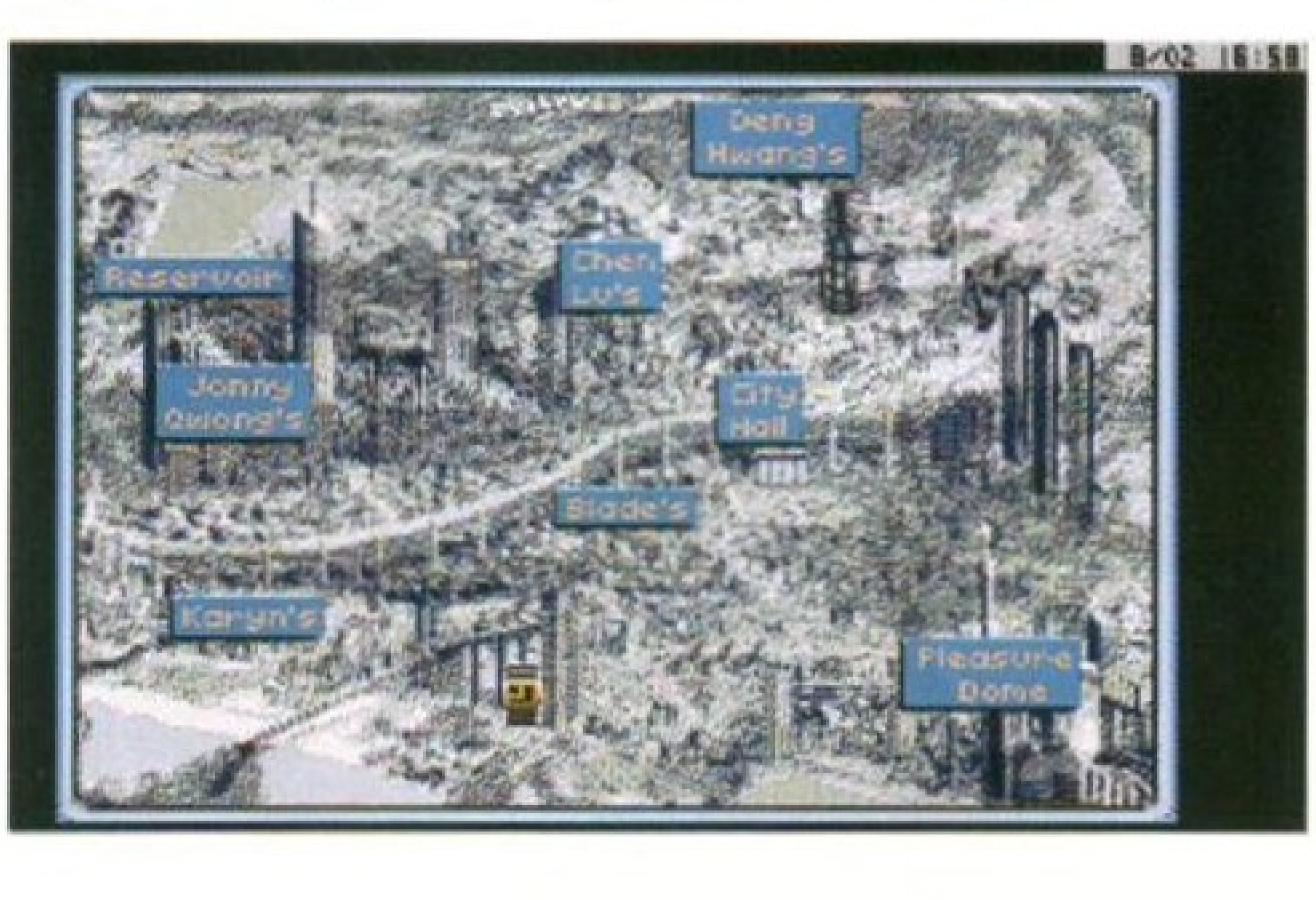
Let this be a warning: folks who take dodgy drugs from comic characters go blue and have everything they say highlighted in red!

The options offered by the system aren't really options, they are more logical extensions of the cursor. To swing open a cupboard door you need to have the cursor at the correct side and click. To get an item to interact with another just drag it over the top of the other one and let go of the button. To exit left or right simply move the cursor to the far side of the screen. It's not revolutionary, but it's slickly done and glitch free. Sort of a downtown *Dungeon Master*.

To talk to a suspect just click when the speech bubble 'hot spot' appears on them and an inset portrait appears. You can relate to these pics: the bad guys look evil, Blade's girlfriend looks helpful and decaying drug riddled corpses look just as you'd imagine drug riddled corpses to look. Speech boxes convey their statements, while your potential questions and replies are offered in multiple-choice style. Talking's limited to three or four responses, but they cover all the possible reactions anyone could have to a bouncer packing an automatic rifle. Rise of the Dragon also uses an *Op Wolf*-style shoot out and 'Meanwhile' screens. The first allows for blasting action, while the plot interludes reveal the dark secrets of the criminals. The change of perspective frees up the game, allowing the graphics to use an exaggerated form.



So this is why they call it a Pleasure Dome! The young lady doing aerobics is just a decoy. You need to find some answers and find them real fast. Try that respectable looking gent in the silk hat and matching eye patch.



Lost in a strange town? This is Blade's Em-Way map, just click on a destination and let the tube train take the strain.

The only irritation of the keyboard-free style of play is that it fosters the introduction of timed sections. In certain situations a whole bunch of actions have to be taken quickly. The music is often the only clue to this, so the results first time round are predictable and frustrating. One or two areas like this would be tolerable, but they are overdone and overtly long. It doesn't ruin the game, but provides a stumbling block to the continuity because you can go no further until you're certain what has to be done, in what order and at what speed.

Too pretty!

Rise of the Dragon simply looks too pretty to be a game of any depth. Dynamix have lavished obvious time and effort to make their screens glow on the Amiga. They carefully build a Ridley Scott atmosphere, of a city decaying in its own decadence. It is state-of the- art comic book stuff; exaggeration spiced with dark threat.

The graphic threat is underpinned by the music. Each area of the game has a theme,



Answerphones, love 'em or hate 'em you can't get away from them. Blade's futuristic little number even shows who's calling. It must be a party line though, because he ain't my brother!

which varies according to the actions required. In the timed sections the music ups the tempo, providing an audible clue of a need for speed. In other cases its style clues you up as to the nature of your next encounter.

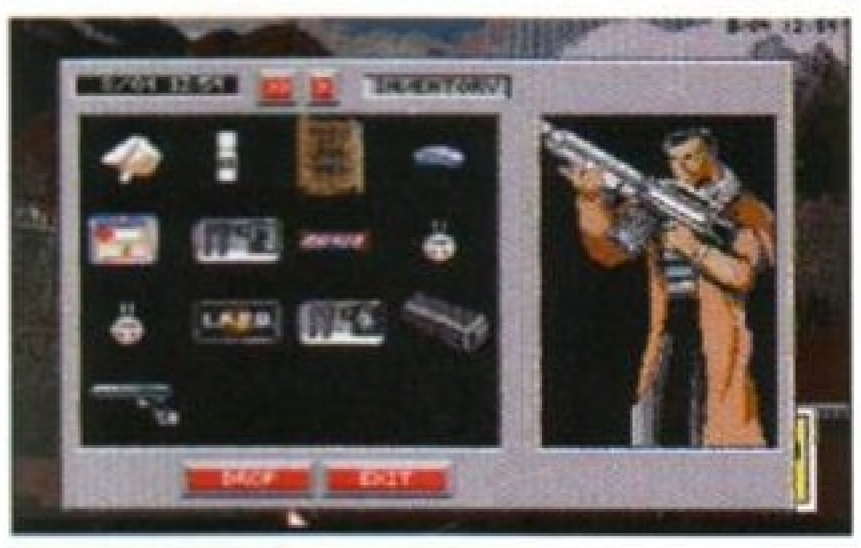
The effective mouse system, great pictures and continually changing background tune creates a movie-like atmosphere. The folks you meet and the world they inhabit are drawn and behave in a slightly exaggerated fashion. It's like exploring an animated cartoon film. Judge Dredd is alive and well and living next door to Blade Hunter.

It's not without its problems though, but they are problems that emanate from the game's ambition. Played from floppy it's slow, not crushingly so, but still slow. The game really deserves to be played from hard disk. It will, however, probably be remembered for its cracking graphics and great use of sound, but it must not be forgotten that there's a toughish adventure here too. The clues are clear enough to be found yet devious enough to cause confusion. The environment is friendly, changing both viewpoint and style regularly enough to keep all but the most impatient player happy. The stress on time proves irritating, forcing you to keep trying the same situation. But, if *Rise of the Dragon* is an indication of the direction Sierra is taking, the road ahead looks exciting indeed.

Trenton Webb



Ow! One slip and you're history. At least the death screens are varied and pretty!



The yellow icon in the bottom right brings up an inventory. Blade is prepared, as they say, for anything!

Rise of the Dragon
Sierra On Line ■ £39.99

- Truly brilliant mixture of atmospheric screens and animations.
- Timed nature of some of the sections proves irritating.
- You need either a hard drive or patience: there's a lot of loading.
- The music changes and evolves right the way through the game.
- A strong adventure that sets new standards for the genre.

Verdict 86%



Four aces for the AMIGA
InterSpread:
Featuring advanced user-interface technology, an extensive range of functions, presentation graphics, a uniquely powerful macro language and a host of advanced features and functions – for the solution of complex spreadsheet problems on the Amiga, it all adds up to InterSpread.
INTERSPREAD
INTERSOUND
INTERBASE
INTERWORD
InterSound:
Launching a whole new generation of sound processing software, InterSound gives you unparalleled control over sound samples and waveforms, including freehand waveform editing, 15 different special effects, up to eight samples "on the bench" at one time, modulation waveforms, and much, much more.
InterBase:
Pioneering a new wave of database technology, InterBase gives you unparalleled power and performance in an easy-to-use operating environment. Features include graphics handling, extensive control over displays and print-outs, statistical functions, security access and blistering performance.
Expected release-date: August 1.
InterWord:
No other Amiga word processor gives you so much power: index generation, statistical functions, up to 50 documents open at one time, powerful spelling control, user-definable screen layout and a host of other features make this THE choice for both novices and experienced users.
Advanced software technology for the Amiga computer...
Distributed in the UK by Centresoft, Gem, Proton and Leisuresoft.

Gauntlet 3

Oops. Big mistake. Someone's let the Lord Of Decay escape from his secure hospice. And now he's done a runner to the quiet island of Capra, and is currently hiding there, making life miserable for the residents.

What's this got to do with you? Well, you're a swash-buckling hero, you've survived two other *Gauntlet* games and now you're back in glorious 3D. So it's your job to pack your weapon and take the next ferry to Capra, where you'll be asked to chop up the minions of Mr Decay before tracing him to his lair and slipping him some cold steel. It's a frightening prospect (for both of you).



Messages appear at ripe points in the game. If you're heading off in a stupid direction, or keep blasting away at your food you'll be gently reminded not to be so dim.



Ghosts are swarming all over you. It's at times like these that you can't really see what the hell is going on, so you end up just holding down on the fire-button and waiting.

No more heroes

After choosing your character, you start off in the middle of a forest. You've got eight-way scrolling, but it's made pretty clear which direction you're supposed to head off in. Making things much more interesting are the marauding aliens. These take the form of ghosts, but once you get further into the game you run up against guards which patrol in strict patterns. These come in many forms, but the humanoid orc-lookalikes are the most common (and the worst).

To progress, it's necessary to destroy the centres from which the ghosts spring. This doesn't take much, as both baddies and generators take only a hit or two. In fact the only thing that keeps the combat playable is the sheer number of attackers, but it gets confusing when your characters disappear underneath a seething mass of them. Once you've cleared each level you're free to wander around it collecting pick-ups such as food and treasure which add to your strength and wealth. Exploring the levels isn't quite as exciting as it should be. Wherever you travel, you'll have to eventually go along the same route programmed into the game, so short-cuts are impossible.



All the ghosts in the forest come from the generators you'd do well to destroy as and when you find them. They don't reappear so it's wise to eradicate as many as possible.

There isn't a vast amount of variation in what you see, and the overall playing area is larger than it seems (ideally this should be reversed). What is noteworthy is the music. It's atmospheric, it's good to listen to and it's well written by Tim Follin (writer of rather good pop-tunes as well as the *Ghouls 'n' Ghosts* soundtrack). But heroic though it is, it doesn't rescue *Gauntlet 3*, which is certainly playable, mappable and big, but could have been a really special game with the addition of more exciting (and colourful) graphics and slicker gameplay.

James Leach



In the two-player mode Valkyrie and Thor hide across a river from the marauders (who, strangely, can't float over it). That spiral is the vortex caused by a just-destroyed ghost.

The Hall of Heroes



Thor. From the Volcanic Kingdom, he carries a large number of axes. He's also President of the Volcanic Kingdom Film Club, so see him for membership details.



Dracolis, the lizardman, knows the swamps like the back of his scales. He doesn't need to stick to the paths in the swamp regions and scorns those who do.



Petras is rock hard. Literally. He hails from the Mountain Kingdom and would kill just to get a good night's sleep on a posturepaedic bed.



Merlin casts powerful spells to get his way to the Lord Of Decay. He's getting on a bit now, and seeing those ghosts aren't doing his heart any good.



Questor. He wandered down from the Tree Kingdom a while ago to escape its flesh-eating plants, and hasn't found trousers strong enough to protect him should he venture back.



Blizard. One cool dude from the Ice Kingdom, he is a large and very powerful man and was the original 'Refrigerator'.



Valkyrie. The only female, and she is as strong as any of the men but doesn't suffer from any of the personal hygiene problems that they do!

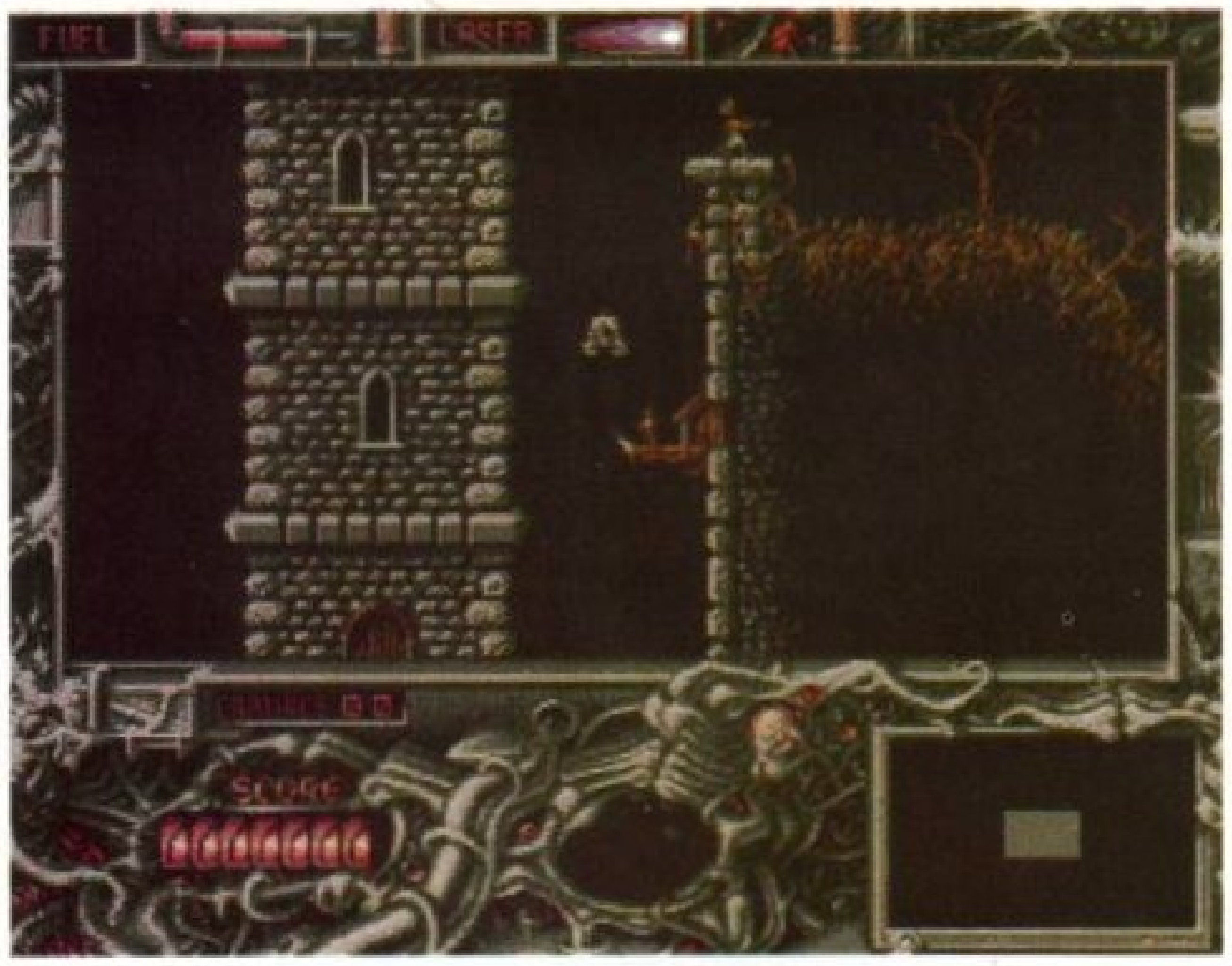


Neptune of the Sea Kingdom might well be a little 'out of his element' up on dry land in the forest, but he can still prod the nasties with his trident.

Gauntlet 3
US Gold ■ £24.99

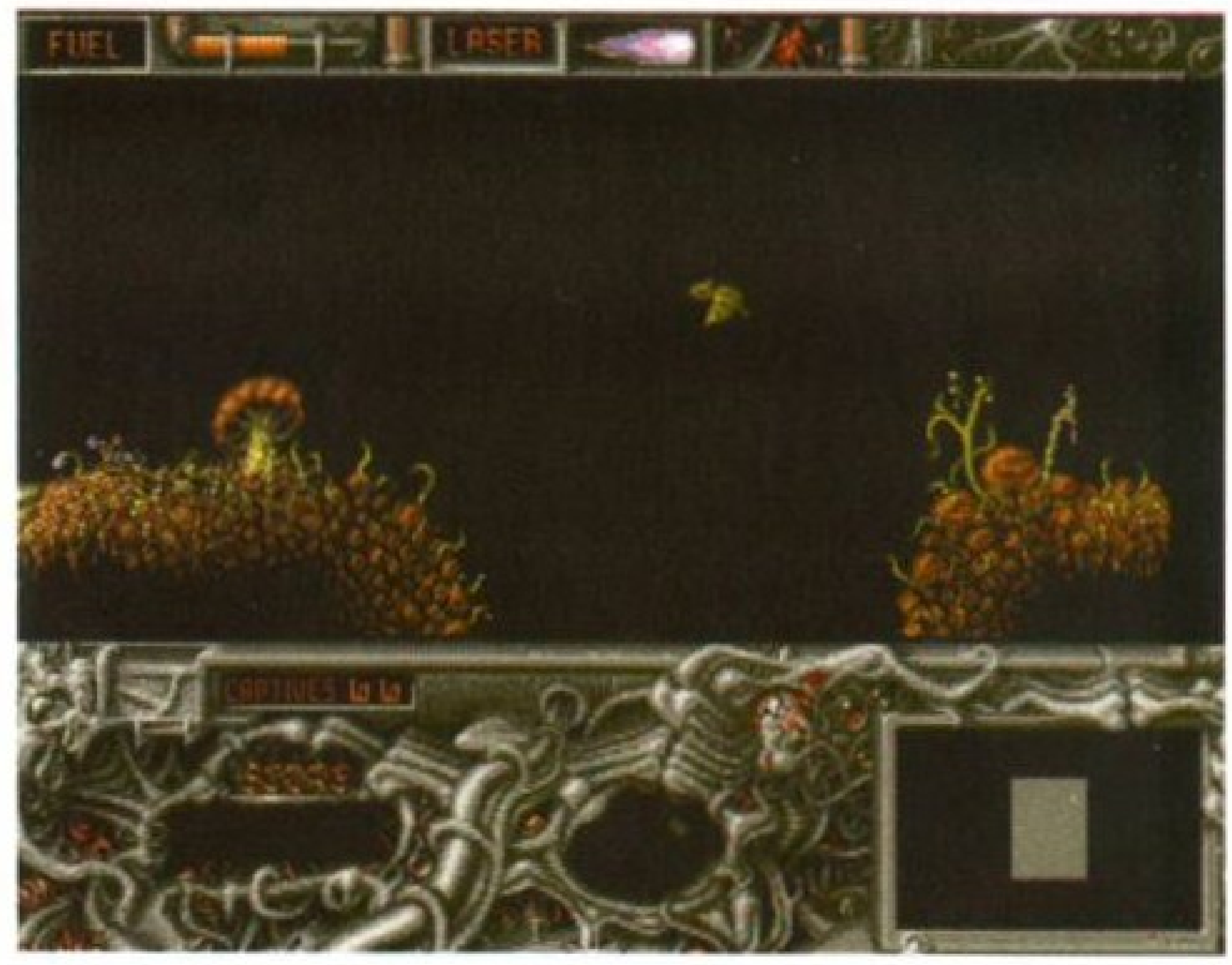
- Doesn't quite cut it. It isn't smooth enough to be really addictive.
- Like the previous *Gauntlets*, it's much better in two -player mode.
- The music is excellent and really adds a lot to the game.
- The 3D movement gets niggly when you can't see clearly what's happening.
- The graphics are competent, but they're not exactly breathtaking.

Verdict 63%



Executioner is a game of death-dealing destruction and gratuitous violence. The idea is to visit different planets, grab a few locals and torture them for secrets. Steer clear of the plants though.

The planet Ritula has a rich and varied array of lifeforms. However each and everyone of them has the sole desire of blowing your brains out. Here a pterodactyl's decided that you need terminating.



The Executioner

Somehow you just know that a game with the title '*Executioner*' isn't going to be a very cheery game. However if you're expecting to be in control of a medieval head chopper, rolling heads into a hand-crafted wicker basket in the late eighteenth century, then you're in for a surprise.

Gravity of the situation

In fact it is a kind of warped space-trading game. The idea is to zip down to unfriendly planets, destroy installations, scoop up prisoners and then nip down to your local slave trader for a bit of human bartering. However mindless death and destruction isn't the only aim of the game. Dear me no, there are four pieces of an electronic key to collect with which you can catch an enemy leader.

The game is controlled by the mouse. Thus on static screens when you've got some bartering or torture to carry out, the mouse joystick simply moves to highlight choices. These static screens comprise of a shop, a bar, a map and a torture/questioning screen.

Once you've decided which portion of the galaxy to search for the key segments, you can then launch your ship down to the planet. At this point the game switches to a thrust-type game. You have an allocation of fighter droids which you can send down to destroy installations, capture prisoners and extra fuel.

The planet combat sections of the game are reminiscent of games such as *Gravity* and the recent *Zarathruster*. Here the main problem isn't the attacking spacecrafts or the ground-based installations, it's the problems of controlling a craft which is affected by gravity.



The map screen enables you to specify your launch destination. Various shops appear in each quadrant of the map where you can soup-up your ship or flog your slaves. The planets come with some quaint names such as Fenlest, Silucy, Fensea and Pcheliyt.

It's very easy to get your orientation wrong with the droids, sending them plummeting down to earth. This isn't the fault of the programmers, in fact to their credit, they've decided to make life a little harder for all you hardened shoot-em-up players out there.

If you spot something interesting on the surface then you can zip down and hover above it. Pulling back on the joystick initiates the tractor beam and you scoop-up prisoners or extra supplies of fuel. The exit from these planet levels is hidden until you find a transmitter pod, pick this up and an exit portal appears on your inadequate radar screen.

Talk you evil Gargaroth

If you manage to make it off a planet with a couple of droids to spare, you can head for home and torture the prisoners for information about the location of the key.

There's nothing terribly graphic about the torture sections. You have only four methods (he said sounding distinctly sick). You can physically attack the prisoner, stretch them (old but effective), use electrodes, or offer them incentives (ciggies, chocolate, their life). If you over do things in this portion of the game, the prisoner will die, so it's wise to keep an eye on the lifeforce indicator which registers exactly the kind of shape that the poor sod's in. If it all sounds a bit gratuitous and sick, then you're not far from the truth.

Being a space agent isn't all work, work, work. If you fancy a spot of relaxation you can go to the bar. Entering this screen shows you a graphic of the bar and ermm, that's it. Some absolutely moronic piano music floats around while you prop up the bar. Dire indeed.

Should you save up enough money from selling prisoners you can buy add-ons for your ship. Four-way guns, extra droids or high-powered weapons are all stocked by the shopkeeper, who looks like a cross between Darth Vadar and Mr Benn in his spacesuit.

Here's a game that offers little. All you've got is a game pretending to be a "combination of tense arcade action and mind-stretching strategic quest". The only good portions of the game are the planet sequences and even these are absolutely derivative. If it is "hugely addictive," then I must have the wrong version.

Andy Hutchinson

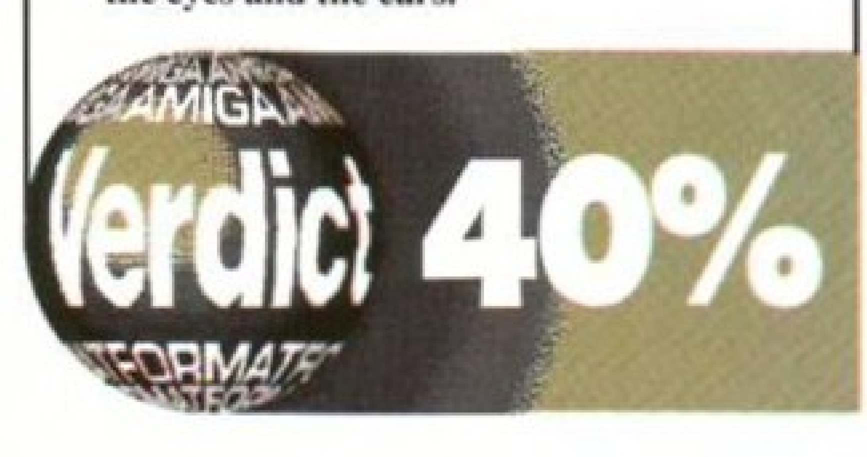
A Question Of Ethics

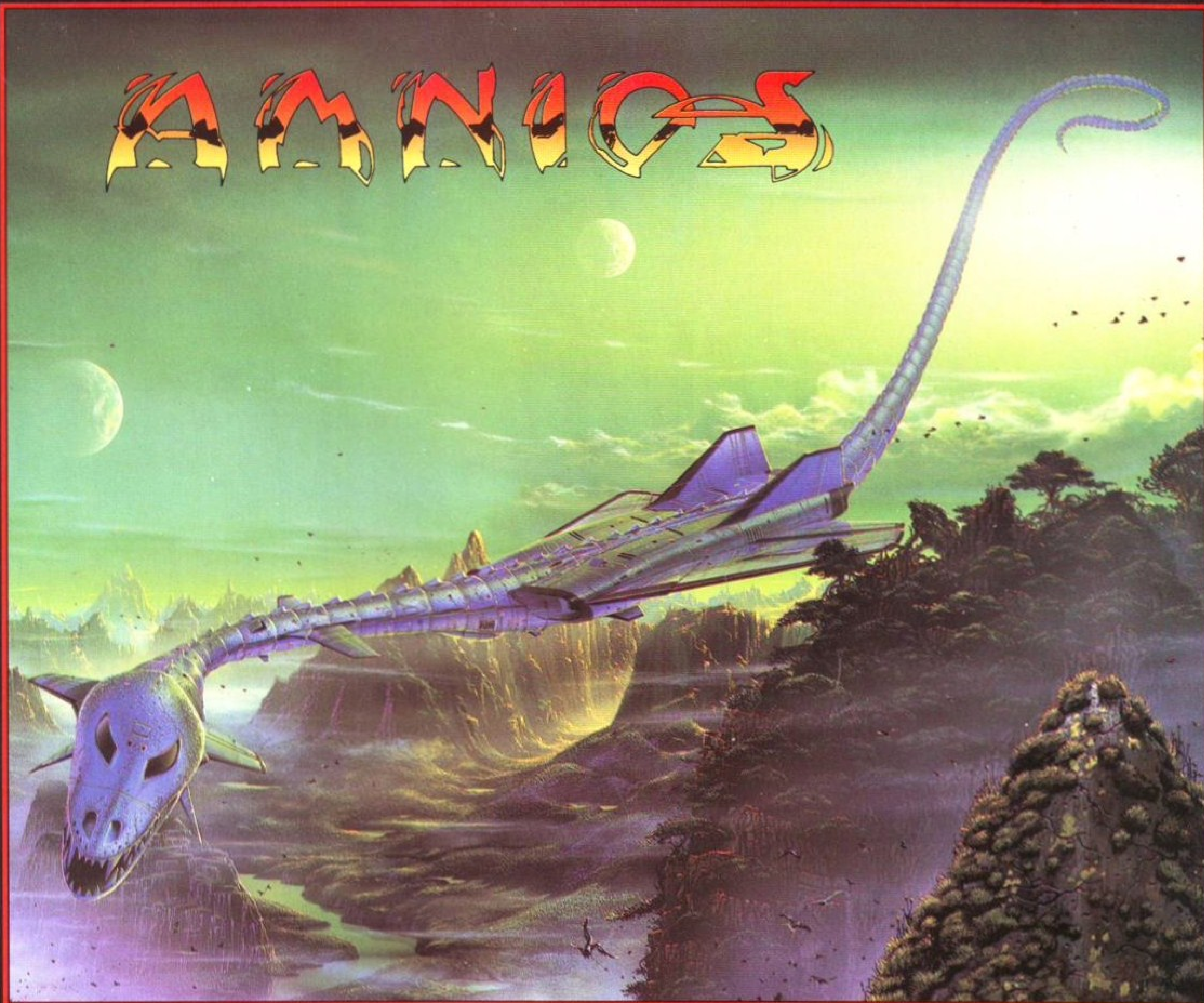
" We are disturbed to learn of another game being marketed in which torture is presented as a fun way to deal with 'prisoners'. We are concerned that impressionable young people will, through this game, accept that torture is an acceptable practice. Torture is a fact of life in more than 100 countries, as the dossiers and photos in our files illustrate. Perhaps those who design, manufacture, market and distribute games such as The Executioner would care to consult our library, particularly the pictures of children who have been tortured, we feel sure they would then not be inclined to link it with what they describe as "gorgeous, tense action"."

AMNESTY INTERNATIONAL

The Executioner
Hawk ■ £25.99

- Bland, derivative graphics which convey all the excitement of a rainy Sunday afternoon in East Grinstead.
- Gratuitous and completely crass torture screens which serve little purpose other than creating a bit of hype.
- Mish-mash of different game styles which owes much more to the public domain school of programming.
- Twee sound and graphics which grate on the eyes and the ears.

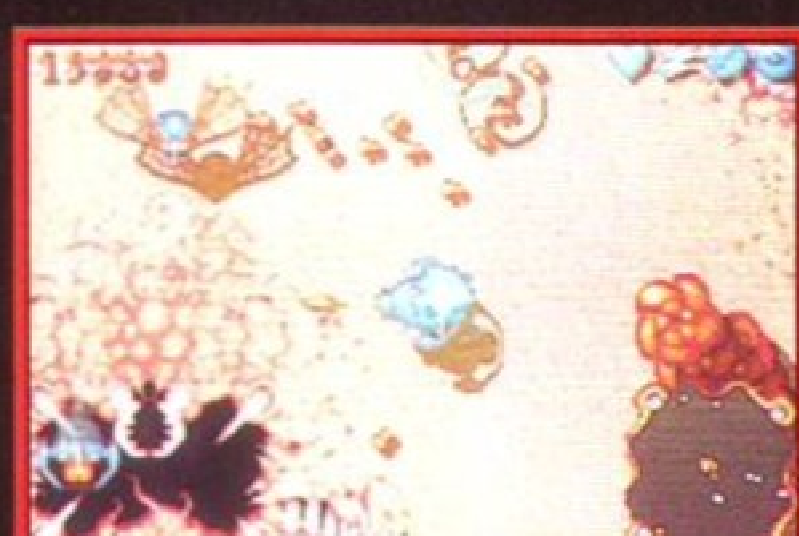














AMNIOS

Alive and Killing!

"Put simply, AMNIOS is the best shoot-'em-up that has been released for a long time".

– Amiga Action – 93%

Penetrate the living hell that is **Amnios.** Counter your comparatively diminutive ship against the merciless might of **ten living, breathing planets** in an audacious endeavour to rescue imprisoned members of your own persuasion.

Pick up indigenous DNA and utilise it to fabricate enhanced weaponry to abet your pestilential quest.

Aw, forget the Bull! Just get in there and save the World!

Amiga Screen Shots

PSYGNOSIS, FREEPOST, LIVERPOOL L3 3AB
TEL. 051-709 5755 FAX 051-709 6466

UNIQUE 3 PLAYER RACING ACTION!

WIN THIS INDY HEAT MACHINE!



"INDY HEAT" HAS TO BE THE MOST INCREDIBLE DRIVING ARCADE MACHINE IN THE WORLD! IT GIVES 3 PEOPLE THE CHANCE TO RACE EACH OTHER, AS EACH PLAYER HAS THEIR OWN STEERING WHEEL AND FOOT PEDAL TO DRIVE THEIR OWN CAR! PLUS THERE ARE 14 GREAT RACE COURSES ON WHICH YOU CAN TAKE UP THE CHALLENGE AND GO FOR THAT RADICAL RACING ACTION! BUT THE BEST THING ABOUT THIS PARTICULAR INDY HEAT MACHINE IS THAT WE'RE GIVING IT AWAY! YUP, THE WINNER OF THIS COMPETITION WILL GET TO HAVE THIS IN THEIR HOME - SO YOU CAN PLAY IT AS OFTEN AS YOU LIKE WITHOUT PUTTING A PENNY IN THE SLOT! SOUNDS GOOD? THEN CALL...

0898 404609

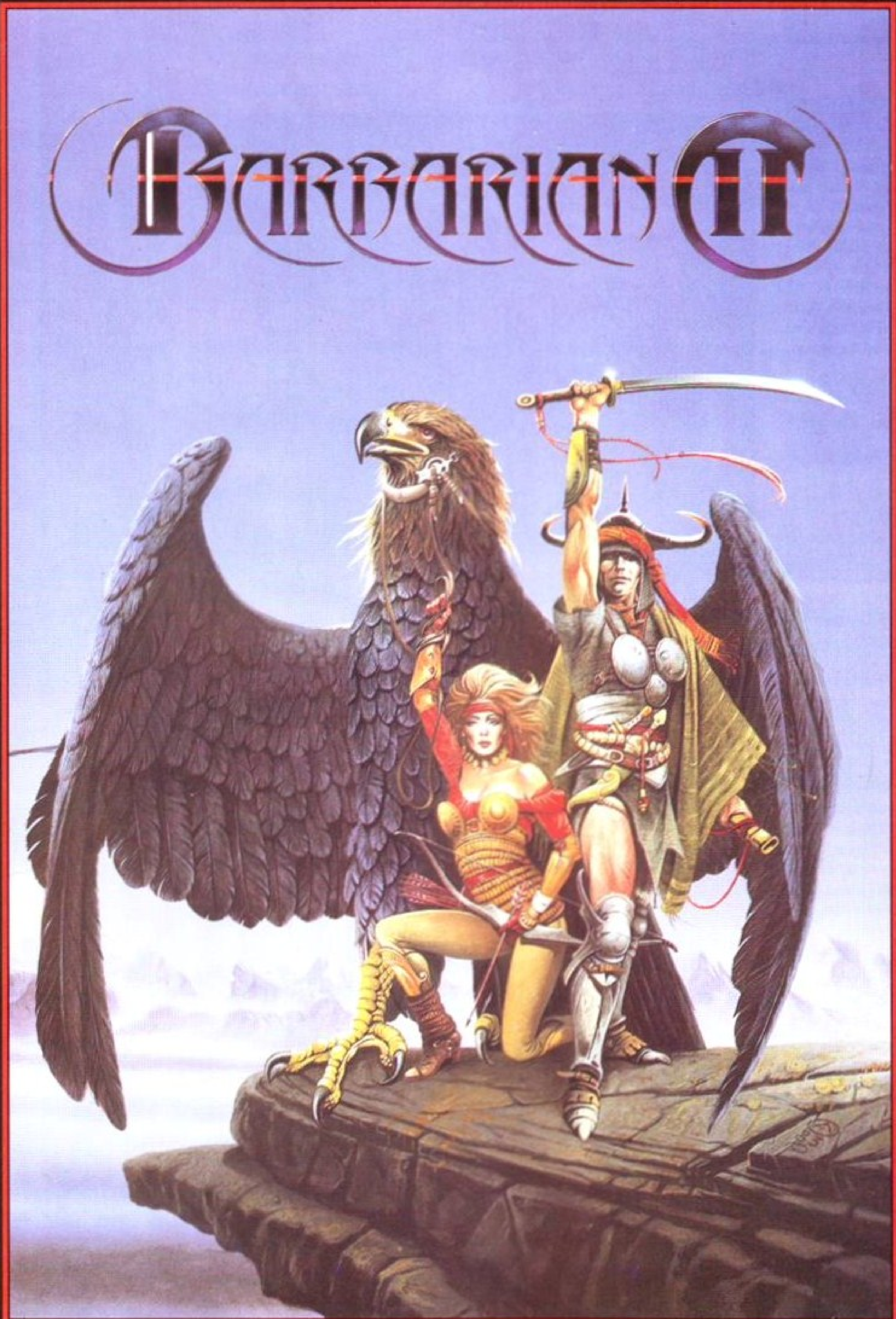
PLUS! WIN THIS HONDA RADIO CONTROL MOTORCYCLE!

THIS HONDA G-CON BIKE IS READY TO RUN THE MINUTE YOU OPEN UP THE BOX! THE 1/5 SCALE MODEL IS SO REALISTIC THAT WHEN YOU TAKE CONTROL YOU CAN REALLY EXPERIENCE WHAT IT'S LIKE TO RIDE A REAL SUPERBIKE!!



0898 404607

Calls cost 34p (cheap rate) and 45p (at all other times) per minute incl VAT. For details of winners send SAE to: Populuxe, PO Box 2065, London, W12 9JH. Average length of call is 5.5 minutes. 0898 calls are more expensive than normal calls so please ask permission to call if you don't pay the bill.











BARBARIAN II

Necron's back in town and he wants revenge. Only you – in the guise of Hegor the Barbarian – have the courage, strength and stupidity to face the challenge:

It's time once again to don your dented helmet, tie your sweaty breechcloth, sharpen your rusting sword and move your big feet in the direction of danger.

Forests, caves, dungeons, castles and temples await your barbaric exploration, each is infested with deadly inhabitants and devious traps ready to terminate your lowbrow activities.

Featuring 2,000 frames of sprite animation, 32 colours on-screen, parallax scrolling, 6 levels of continuous arcade/adventure action, over 1 megabyte of fully-animated sprites, 50 divergent enemies, Magic & Health Potions to help you on your quest and a plethora of unique weapons to find and use. **Barbarian II** is:

The ultimate in loincloth entertainment.

Screen Shots from the Amiga version

SEEING IS BELIEVING

PSYGNOSIS
FREEPOST
LIVERPOOL L3 3AB
UNITED KINGDOM
Tel: 051-709 5755

Access VISA

PSYGNOSIS

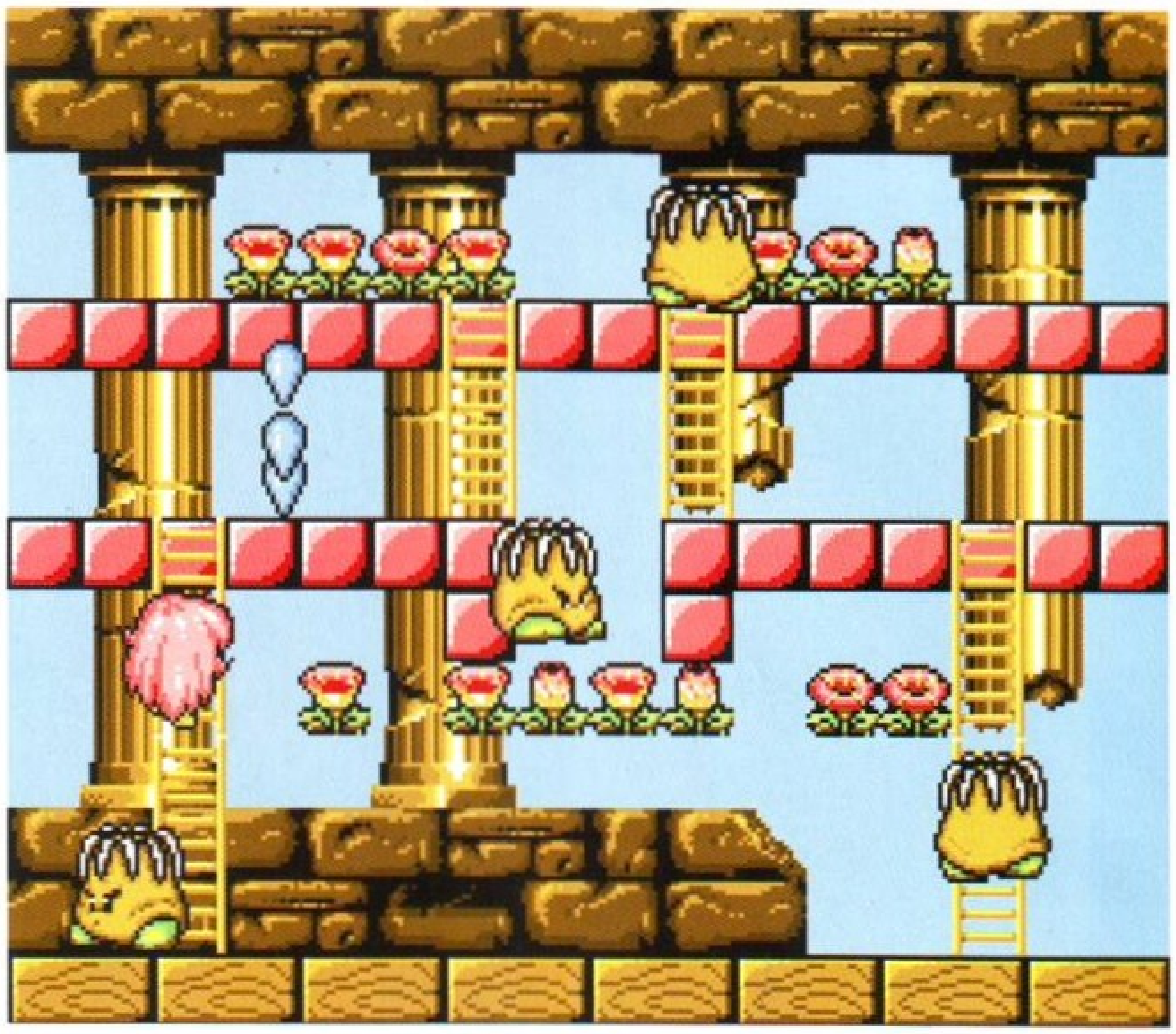
Rodland

It's the attack of the cuteness as Storm try and break their arcade mould and go all soft with fairies, flowers and pretty colours...

Hitting you like a 10 ton Tonka truck speeding out of Toy Town. It's garishly bright, silly to the core and playable in the extreme. It's also the first non shoot-em-up that Storm have attempted and they seem as well adapted to coding overpowering cuteness as they are unstoppable firepower. Based on the Jaleco coin-op it's a platform cum maze spectacular, pulling you in fast and putting you through the gameplay wringer over 44 levels of joystick twisting chaos. It's a tale of fairies, flowers and fearsome foes, but that's not important right now!



Ha, take that creature features! Tam uses a balloon to reach the top flower bed while the monsters are stuck on the floor. Clearing out the flowers will take the game into extra mode and then there's a chance of some bonus lives.



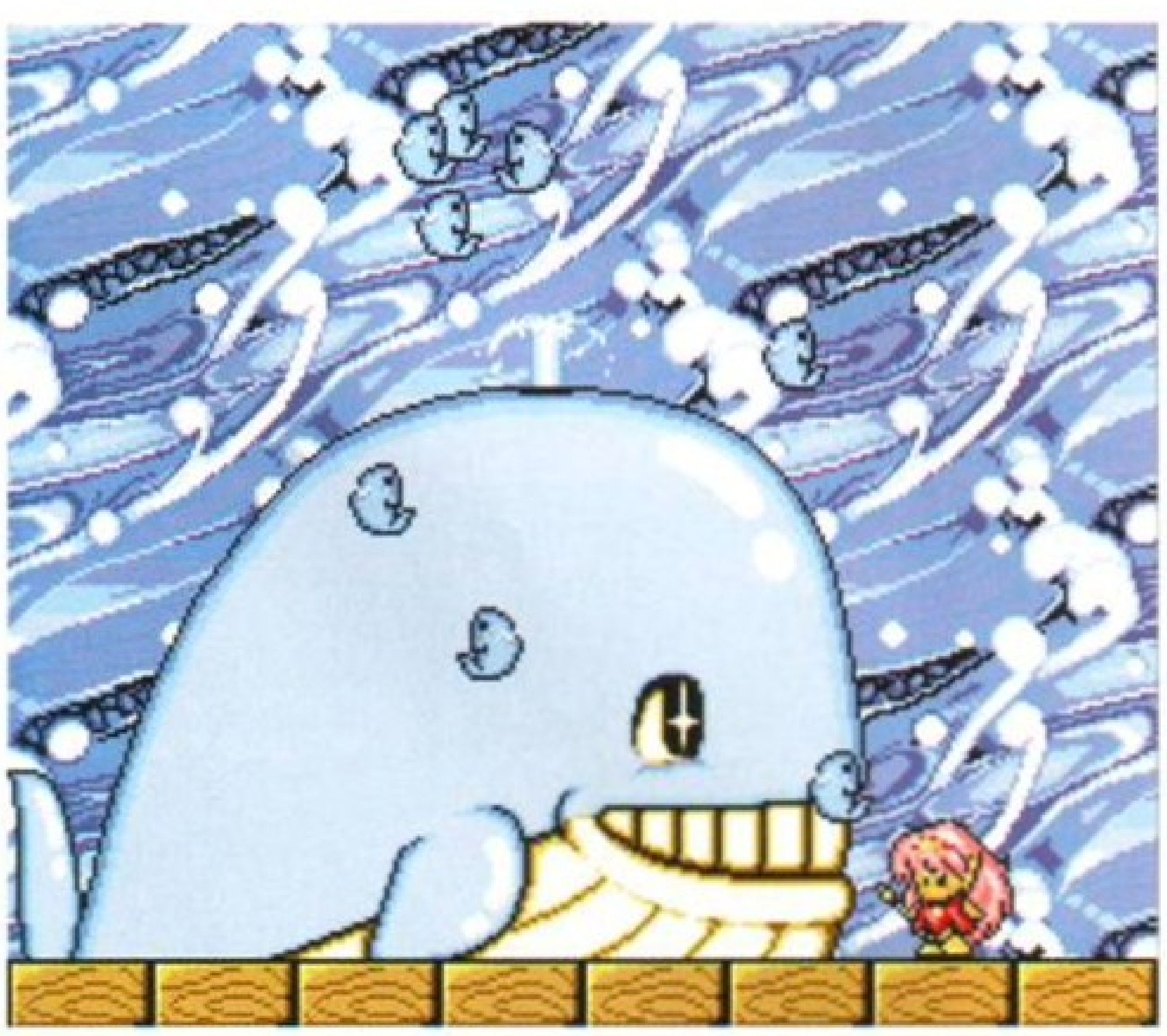
The killer baked potatoes in toupees are attacking. They have deadly killer tears that fly up the screen. Luckily they are quite visible, huge blue blobs, but it keeps young Tam on her toes while exploring the hazardous platform world of Rodland.

Tam and Rit, the two hero fairies, have to dash around each game screen killing monsters and running over flowers to collect them. At their disposal are two magic skills, the first is the ability to conjure up a ladder to reach higher or lower platforms. This allows them to avoid the monster filled ladders that the screen provides and create a personal route to the bonus flowers. The two little tykes can also kill monsters by trapping them, then swinging them overhead and bouncing their bonce on the floor. Bash an enemy three times and they disappear in a shower of bonuses and points. Of course, the fairy folk have to stand still while they kill and that makes them vulnerable to attack.

Chirp and cheerful

It's the graphics that hit you first. They're cheerful to an almost painful degree. Each monster has a cute 'stunned' animation and a downright daft walk. The heroes are no better, wobbling across the screen and winking during loads. The graphics, though, disguise the game, dressing it up as a comic affair, which it most definitely isn't.

This whale's the second big boss. He's hard to take seriously but spend too much time laughing and he'll kill you quick. He spits out baby whales which have to be blasted as well as the big guy.



The ladders and monster bashing take some skill to use without endangering the life of the little fairy. You have to time jumps to miss sharks' tears. Trap and bash creatures only when their friends can't sneak up behind and bite you in the head. Profitable play is a matter of priorities, do you want to collect flowers and try for a lives bonus or go for all-out slaughter? If you don't clear a level fast enough the monsters hit Blue Meanie mode, becoming quicker than ever.

Cartoontime

Each level has its own tricks, a refinement of the standard techniques that suit that particular layout. The levels become easier once you know where to run and where to hide, but it is never easy. Remember, these are creatures of the cartoon kind and do the most improbable things just you when need it least. This makes new levels even more hazardous than ever, because you have to suss the safe spots out while the screen scrolls up.

Each of the 44 levels get progressively tougher and you move sequentially through them all in a bid to rescue your kidnapped Mom. Every tenth screen is filled with a hugely comic and plain huge guardian which has to be defeated. These spit tiny effigies of themselves out, which have to be killed along with the major nasty. These guardians look too comical to be dangerous, but prove deadly.

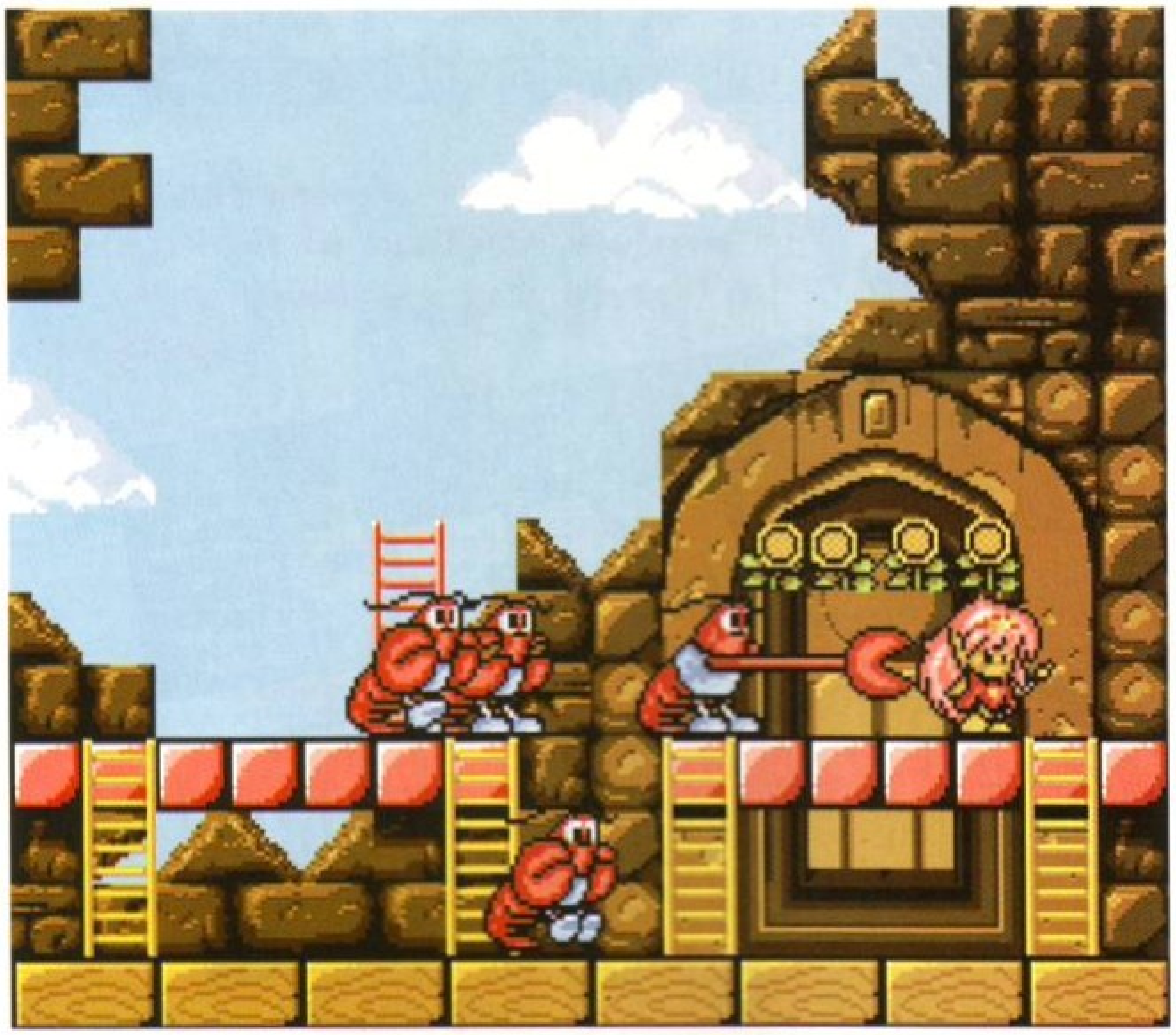
There are no passwords or continues and so the game forces you to try for the bonuses unless you're very good or very lucky. If all the flowers from a level are collected then the game goes into extra mode, where slain monsters yield the letters "E, X, T, R and A". If you can nab a whole set the level ends and a boss lady fairy gives you bonus points and an extra life. As Tam and Rit only have the life they're using with two spares tucked away on the score table, long-term play has to feature in these extra bonuses. 44 screens may not sound a lot, but the tight gameplay make it feel more like a 1,000!



These red sausage fiends have extremely long tongues. They've a greater range than you so attack them from behind!

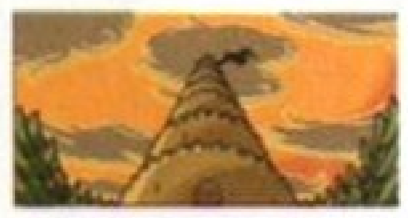
Bubble pac

Storm have obviously slaved over *Rodland*. The machine itself was pretty and used some classic gameplay concepts because it is similar

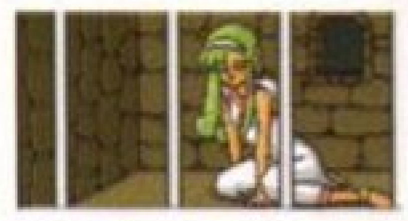


Now wouldn't these little babes look nicely boiled and served with curry and coconut á la lobster kurma? How do you cook it? First trap yourself a lobster, using a magic wand and bash them senseless on the floor...









Mom has been kidnapped by a huge eagle and taken to the Maboot's tower. The open door is the route to rescue her from the dungeons.

in style to *Bubble Bobble* and even *Pac Man*. You have to operate in a small environment, dodging beasties and collecting bonuses that gives you power over them. The arcade was slow though, and featured only 30 odd levels. The coders have not only replicated the original in look and spirit, but they've speeded it up and designed some levels of their own to add to the game's life.

Rodland still retains that arcade heritage, it is best played in short insistent bursts. It's no rambling epic, it has one clear objective that will take much waggling skill and memorising of levels to beat. This either weighs in its favour or not, depending on how you like your games. If you're a coin-op pro you'll love it, but probably finish rather quickly. If you're an occasional arcader it'll take longer to conquer but the hook won't be as strong.

Rodland delivers. Full colour cuteness in overdrive, great game design and a real sense of fun! With the two fairies working to clear a level, but competing for the extra bonuses it's a hectic brand of chaos that pays dividends. The 44 levels do prove to be a little short, but if you're after crispy cutesy coin-op entertainment, then look no further.

Trenton Webb

Rodland
Storm ■ £25.99

- They're quite right, it is so cute that it'll make you puke!
- The tightness of the gameplay makes for maximum tension.
- Maybe too short for arcade experts.
- Excellent rendition of the coin-op, they've even added features!
- The levels prove a little too short.

Verdict 88%

MEGA lo MANIA™

A GAME OF DESTRUCTION, EVOLUTION AND POWER!

**Every new civilisation needs a God to oversee them, and this is your once in a lifetime opportunity to achieve supreme power and immortality.
The arena is a vast glass orb at the top of the universe in which all new planets are conceived and nurtured and it is your task to steer your race through a fierce and bloody evolutionary war, to gain complete control of the planet. The game they play is a curious one, it is a game they call...**

MEGA lo MANIA™



SCREEN SHOTS FROM AMIGA VERSION

IMAGE WORKS, IRWIN HOUSE, 118 SOUTHWARK STREET, LONDON SE1 0SW TELEPHONE: 071 928 1454 FAX: 071 583 3494

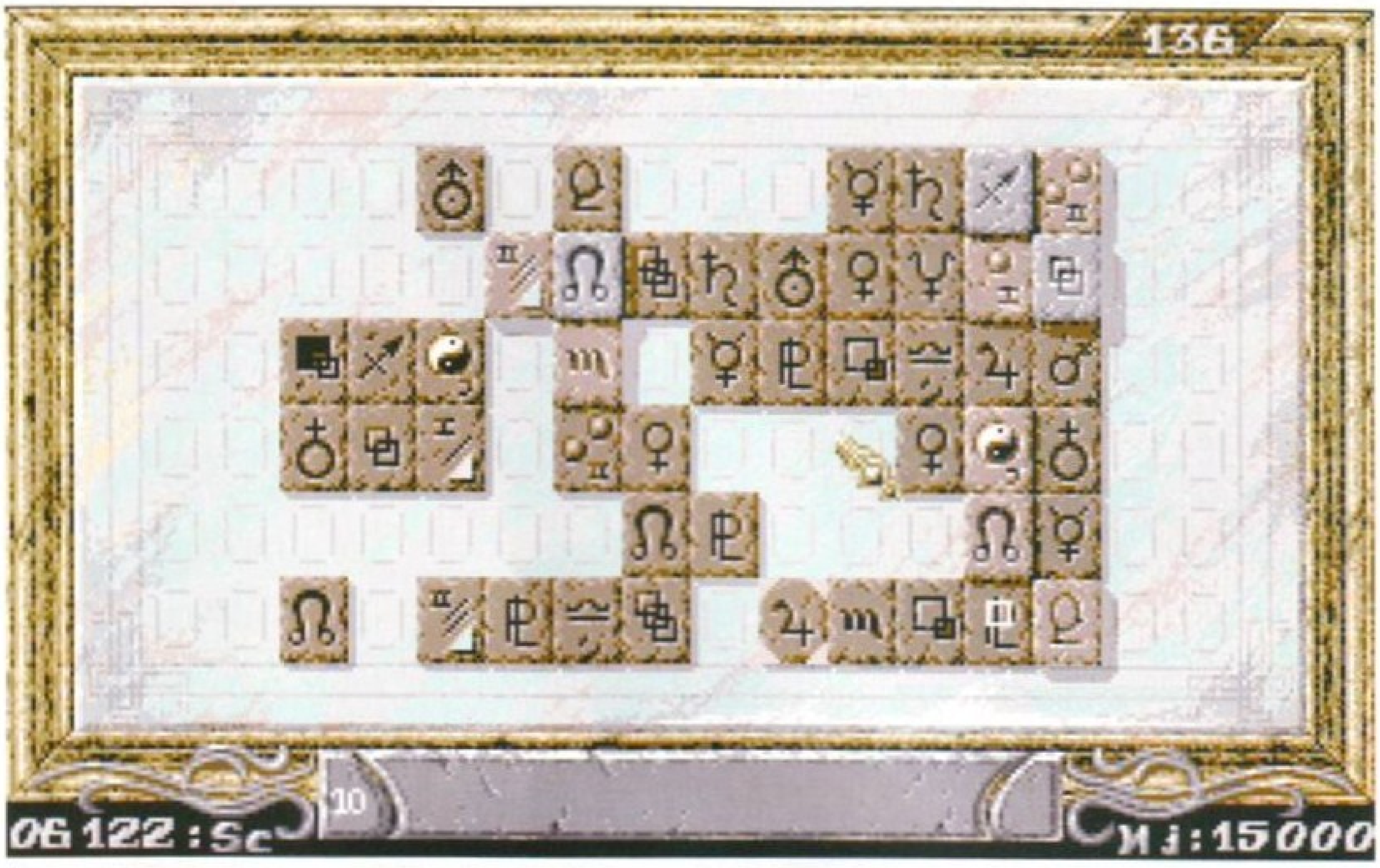
Mah-Jong seems to be one of those Oriental games that everybody knows about but nobody seems quite sure how to actually play. Nobody, that is, except a billion Chinese people. *Shanghai* is a sort of *Mah-Jong*, and *Sarakon* is basically a version of *Shanghai*. And the idea behind it is a simple one.

Dozens of tiles, each with a little symbol on it are piled up into stacks on the gridded board. Your job is to select pairs and remove them from the board (and to keep doing this until it is empty). What makes things a little more interesting is the rule where you can only select pairs that are either next to each other or that can be linked by straight lines with no more than two right angles in them. It sounds a little bit complicated but once you have started playing then it soon becomes second nature.



At the start of level two the tiles are stacked three high. Trying to whittle them down within the stringent time limit is a bitch.

There are two levels of difficulty. The easy level allows you to pair up tiles which are on different layers on the board and the hard level, er, doesn't. Having said all that, neither level is that easy, and it's all made much harder by the addition of a really evil time limit. This gives you large amounts of panic and frustration as you try and clear the screen before it runs out, and it takes what would have been a rather boring game of elimination and turns it into a game of quick thinking and good mouse control.



It's a good idea to clear spaces in the piles of tablets so you've got paths between pairs. On the first levels it's possible to send paths round the outside of the stacks. Later on the stacks are positioned against the edges of the grid.

Sarakon

Que sara, sara

Every level has a different starting pattern of tiles and as you get further into the game many more tile designs are used. To break up the stressful levels there are bonus screens where all you do is amass lots of points by clicking on as many pairs as you can, as well as jokers. These are tiles which flash and give you extra points if you can pair them off in time. As with the standard levels, the further apart the pairs you select, the more points you get.



The bonus screen. Every time you make a pair, several more tiles appear. The idea is to choose as many pairs (as far apart as possible) before your time runs out. So, even here you're really up against the clock.

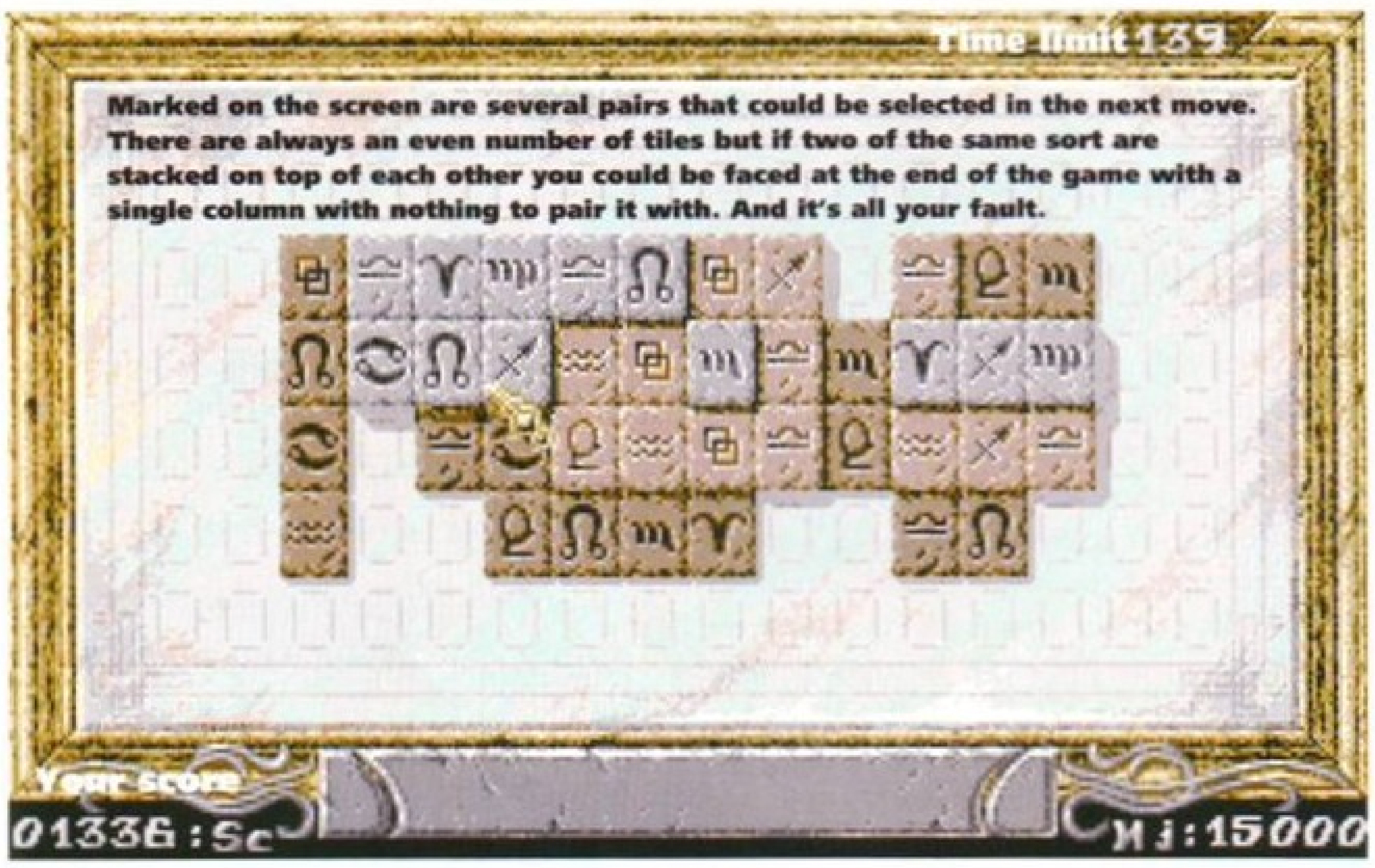
Unfortunately the time limits (both on the normal levels and the bonus screens) seem to get exponentially harder so it's virtually impossible to beat all 40 levels. In fact this is a real problem with the game: it gets too hard too quickly. So it isn't just the game's addictiveness that keeps you playing, it's a bloody-mindedness because you can't progress beyond level 10.

Sarakon is nicely programmed, however, with detailed stone-look tablets and a few inscrutable Oriental touches here and there. It's as fast, smooth and idiot-proof as it needs to be and has a simplicity that you don't often see nowadays.

The bottom line is how much you like cunning puzzle games, and whether you wish to spend a considerable amount on one which doesn't offer a massive amount of variety and which you can get hold of in other guises in the Public Domain.

The choice is up to you.

James Leach



Marked on the screen are several pairs that could be selected in the next move. There are always an even number of tiles but if two of the same sort are stacked on top of each other you could be faced at the end of the game with a single column with nothing to pair it with. And it's all your fault.

Sarakon
Virgin ■ £24.99

- Easy to learn and easy to use.
- But very hard to beat.
- Nicely programmed game without frills and padding.
- But possibly lacking in variety.

AMIGA FORMAT Verdict 60%



This is Castle Keep, probably the most enjoyable scenario if only because there's lots of odd corners to hide behind and ambush people from. Even so, the limited vertical movement problem still makes the game a pain to play. In this particular combat the blue team will probably win, simply because they got there fastest with the mostest!

Medieval Warriors

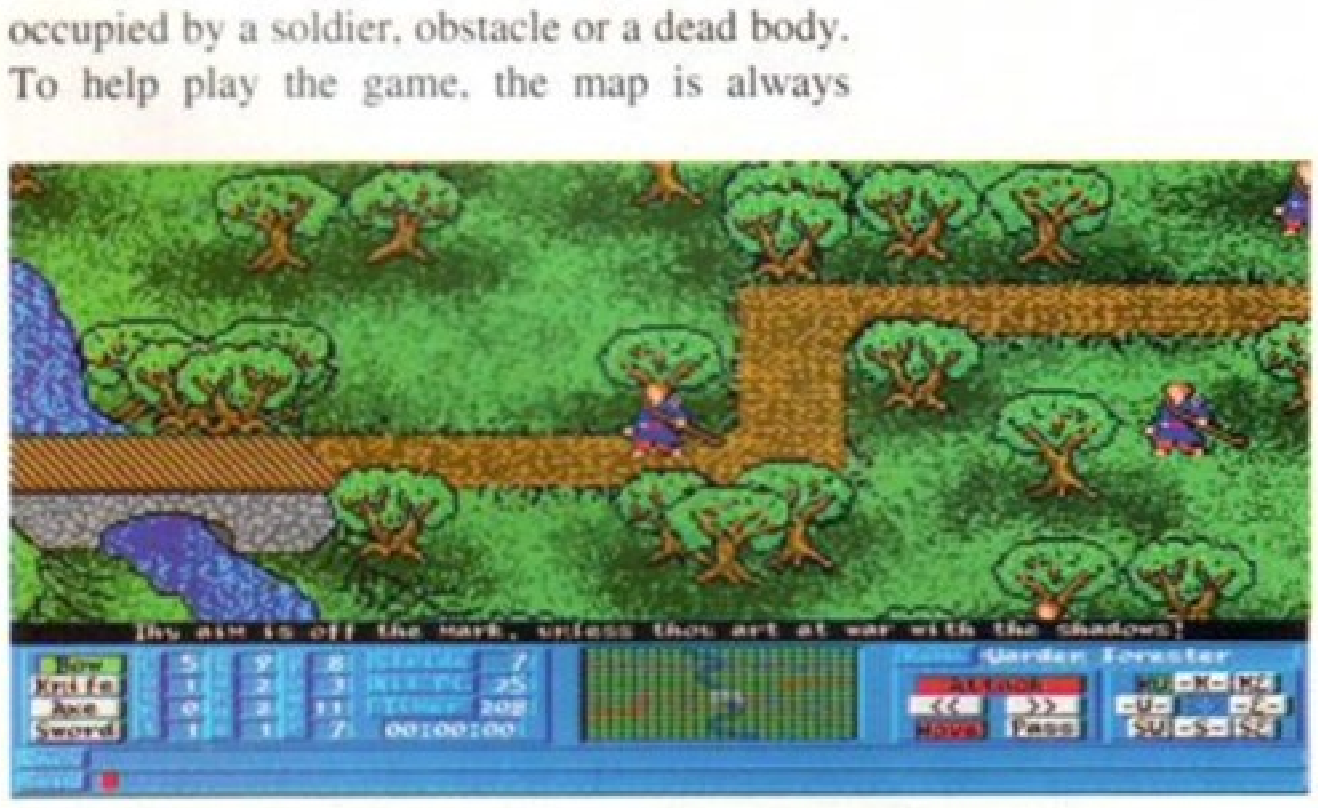
Taking command of either the Red or Blue army, both sides are composed of 12 individual foot soldiers, each taking turns until one side or the other is wiped out. Each warrior receives his orders through the mouse, and subsequently carries them out, but you only get a limited amount of time to give your orders which adds some pace!

Rather than playing against the computer (which is an excellent opponent, even on the dumbest level) you can play against a friend, either on the same computer or through a modem/serial link.

There are four different battlefields/scenarios for you to play on: King's Bridge, Frontier Outpost, Village Wall and Castle Keep. They are composed of a very small grid (22 by 15 squares) and each square can be occupied by a soldier, obstacle or a dead body. To help play the game, the map is always on-screen. Humans cannot see out-of-sight enemies, while the all-seeing computer knows what's going on everywhere.



One of the best tactics is to line up a large group of your men, and when an enemy appears, everybody fires at him. Eliminating as many enemies quickly is vital to winning



In the forest scenario carefully use the map to aim up at an opponent, only to have a tree get in your way. What sort of self respecting warrior takes aim in a rough general direction?

Taking command

Above the game panel is a magnified view of the battlefield. Movement is easy: click on a soldier and his destination. A soldier might not make it though, because the terrain (hills, carts and tables) slows down movement.

Each soldier can attack once per turn. There is an option to let each one attack, then move and attack again: this makes for a faster, nastier game. Four weapons are available: bow, knife, axe and sword. The first three are missile weapons (they can be thrown some distance) and are in limited supply. The sword can only be used when adjacent to an enemy.

Each soldier has their own name and speciality. For example, Bangor Hatchett the



This character, despite having a stride of seven squares, cannot move seven squares vertically – because you cannot voluntarily scroll the screen to select your destination.

Barbarian is a slow moving, all-in-one mean machine. Robin Locksley can move quickly and propel an arrow unusually far, but soon succumbs to repeated enemy attacks. Who is where and when is the difference between winning and losing.

The method for forming an attack is erratic. First you click on a weapon, then you have to click on a direction (similar to a compass rose) and the weapon speeds off. Supposing that there's an enemy in range and there are no obstacles, you'll hit him.

The whole system is let down because you can't scroll the screen, make a player move off the view screen or check off-screen for obstacles blocking the line of sight. This makes long-range hiking up or down the screen impossible and long-range shooting a joke.

Look 'n feel

The graphics are quite jolly, with animation sequences for movement, using a weapon, getting hit and dying. There is also a small swordfight sequence, although whoever was attacked always loses. The sound, just composed of spot effects, fits the game nicely.

The nature of the game makes it difficult for humans to play well and so the computer excels. Each weapon does the same damage (depending on who uses it) and each soldier has a certain number of hit points. The computer will happily leave a target for you to hit because it knows you can't kill it that turn, even if every available soldier gangs up.

The game isn't random, which makes it a point-and-click puzzle that is best played against a friend: *Medieval Warriors* is too simplistic, frustrating when you make a mistake and dull when you work out the correct tactics. Give me *Laser Squad* every time.

Pat McDonald

Medieval Warriors
Merit/Soundware ■ £25.99

- The view angle makes moving soliders somewhat tricky.
- The armies are always the same.
- Very easy to play, with a time limit for each turn to add some tension.
- Not enough fun or variation.
- Sould have been much bigger.

Verdict 63%

Although the plot takes a number of liberties with the legends of Robin Hood, some of the more memorable incidents have been preserved. Who is the tall stranger that refuses to let our hero cross the bridge? One thing for certain, he's not a little man. Or is he?



Robin Hood

Robin Hood fever is still gripping the nation. But in his latest incarnation on the Amiga, can our hero swash his buckle with the best?

Is there anyone in the country who hasn't heard of Robin Hood? Folk hero, defender of the good and archer extraordinaire – a man not afraid to wear green tights and swash his buckle in public. By using Robin as the main person of a game the difficult job of creating a central character that people like and can relate to, has already been done and (hopefully) more time can be spent on getting the gameplay right rather than just setting the scene.

Despite the timing, this new game is nothing to do with the recent Hollywood epic *Robin Hood – Prince of Thiefs (!)*. This Robin owes more to the Harold Lloyd school of slapstick than the Kevin Costner school of acting.

I shot the Sheriff

The scene is set by a short demo sequence showing Robin being thrown out of his own castle by the newly-arrived Sheriff of Nottingham (the game takes more than a few liberties with the traditional stories of Robin Hood). So there Robin sits, depressed and alone outside his own castle with only a sword and long-bow for company.

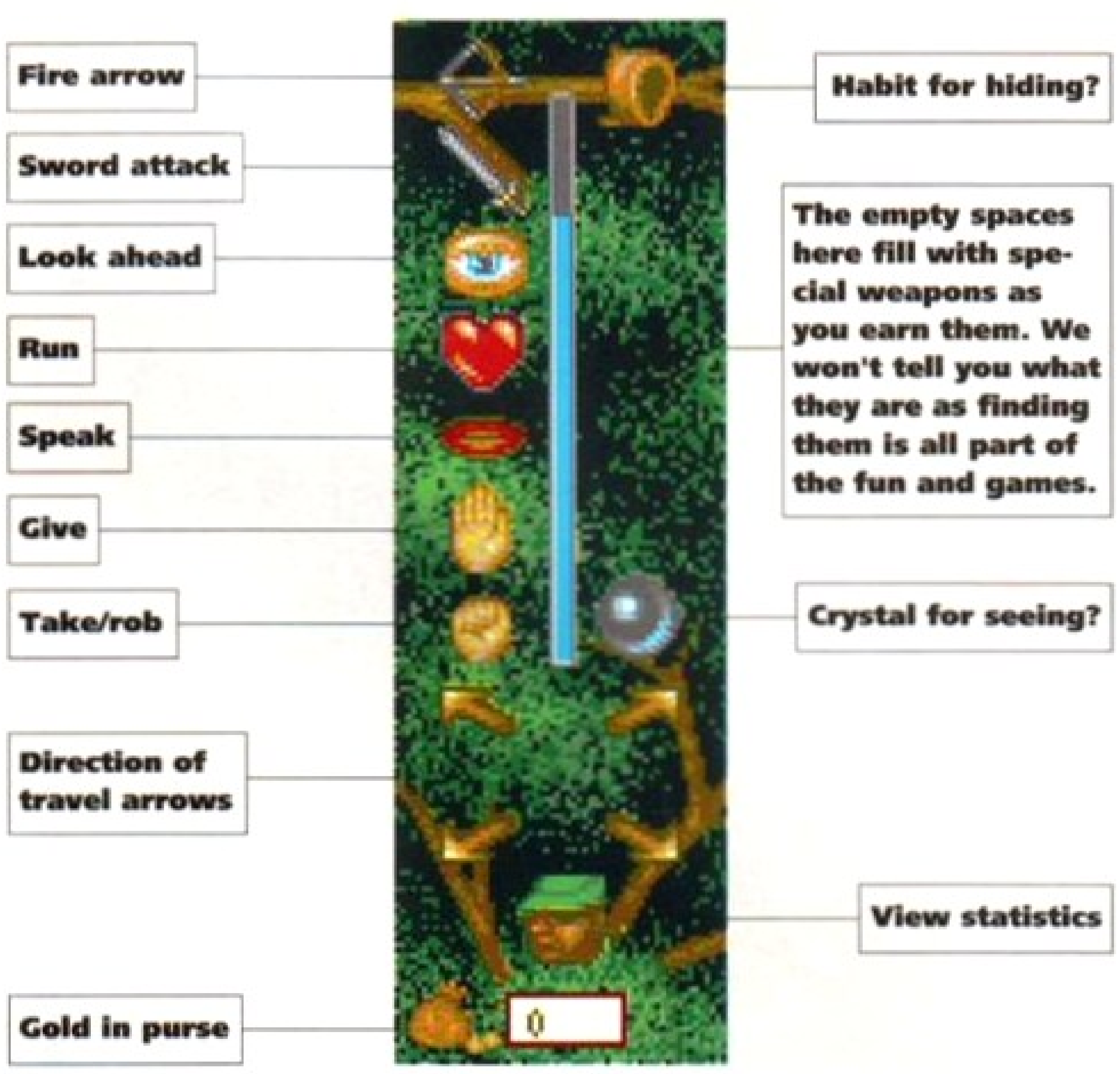
To win in the conventional sense of the word means getting the Sheriff out of the castle and to reassume your rightful place as. The prime winning position involves getting the castle, the girl and the adoration of the people. Achieving this is not too difficult, once you begin to understand the mechanics of the world and the motivation of the people. It does owe a lot to being in the right place at the right time – let the wrong person hang and not only will the people turn against you, but you could lose a valuable ally.

However in this version of the folk tale, winning is only half the objective. Talking to people, following them and (occasionally) relieving them of their gold are a major part of the game. The most enjoyable part is the interaction with the other characters and the exploration of the countryside.

Almost every person in the land has his or her own characteristics and lifestyle. So you can follow and interact with each character. Follow the poachers as they stalk, shoot, cook and eat the deer; watch the farmers sow the seed, hoe the land and harvest the grain as the year progresses. To get full enjoyment from the game you should take time off from trying to 'win' and wander around the countryside: have a pint in the local pub; stay and watch the monks burying the dead (and the accompanying funeral service); even watch the village women bathing nude in the holy spring!

The playing area is only eight screen pieces square, but because the characters are quite small, a lot of detail is packed into the playing area. There's a town complete with castle, a monastery and church, two outlying villages, a 'secret' hideaway island, a hermit, an archery range, a dragon's lair (complete with dragon), an inn and, of course, the gallows outside the castle gate. The characters are small to the point of functionality and occasionally get lost in the landscape. Having said that the animation is pretty good and its easy to tell characters apart such as a fat, middle-aged monk from the rest of his brothers. Atmosphere is piled on by the excellent early music soundtrack by the inimitable Richard Joseph (of *Mega Lo Mania*, *Cadaver* and *Magic Pockets* fame).

Unlike most adventure/exploration games, you don't actually control Robin all the time. Or rather you do, but he is apt to have ideas of his own and wander off to do something else. This can be useful as he often seems to know what's about to happen next before you do. It





To regain his ancestral seat and title, Robin must devote time building up relationships with the other characters. Fortunately this does have its compensations. Unfortunately this is the 15th Century and the nearest jar of Gold Blend is 400 years away...



A map of the whole playing area with the current positions of all the other characters marked on it. When Robin starts his quest this view is not available to him. But with luck and judgement things may become crystal clear...



Not much chance of probation for Robin – the Sheriff has his own ideas about what contributes a suspended sentence...

can be a pain in the butt when you've carefully positioned him to intercept somebody and he wanders off in the wrong direction. In addition to suggesting a direction for Robin to walk, there are a number of other other actions you can ask our hero to perform.

But not the Deputy

Shooting his bow, drawing his sword and attacking another character, robbing, giving and speaking are all part of Robin's repertoire. You suggest Robin to do these things, because in many ways our hero has a life of his own. You can ask him to talk to somebody, but you cannot control what he says, ask him to fight, but not influence the outcome once Robin has thrown himself into the fray.

Along the way, it is possible for Robin to acquire new objects and skills by doing certain things at the right time. All are useful and some almost indispensable in the fight against the Sheriff and his men. Some are easy to acquire, others involve an incredibly cryptic series of actions. For example if you manage to persuade a certain portly friar into joining you, he will give you a monk's habit which is an excellent way of wandering around the town without attracting undue attentions from the guards. I'm not going to tell you what they all are as half the fun is the acquisition of new objects, but if you look for unusual happenings and talk to everyone, you should do well.

Hollyweird Hijinks

Robin Hood is fun – an enjoyable legend-assisted romp through the Greenwood with as motley a cast of supporting players as you would find in many a Hollywood matinee movie. Despite the richness of gameplay, it falls short of being a classic game. Millennium have spent time developing this new style of game and, unfortunately the plot doesn't have a depth and complexity equal to the game system. Determined players will 'win' in two or three weeks of determined play, although there are enough options and incidents to keep curious players interested for a while after that.

Millennium are rumoured to be planning more games based on the same 'game engine'. Now that the system has been developed and there's more time to be spent on the plot line we should look forward to seeing a range of games with real depth and gameplay that are as successful and popular as Incentive's Freescape system.

Paul Lyons

> Unlike most adventure games, you don't actually control Robin. Or rather you do, but he's apt to have ideas of his own.



One of the game's great strengths is the feeling it gives of real people living their lives regardless of Robin's actions. Take time out to watch a funeral and you are treated to the whole service, complete with a preacher that keeps forgetting his words.



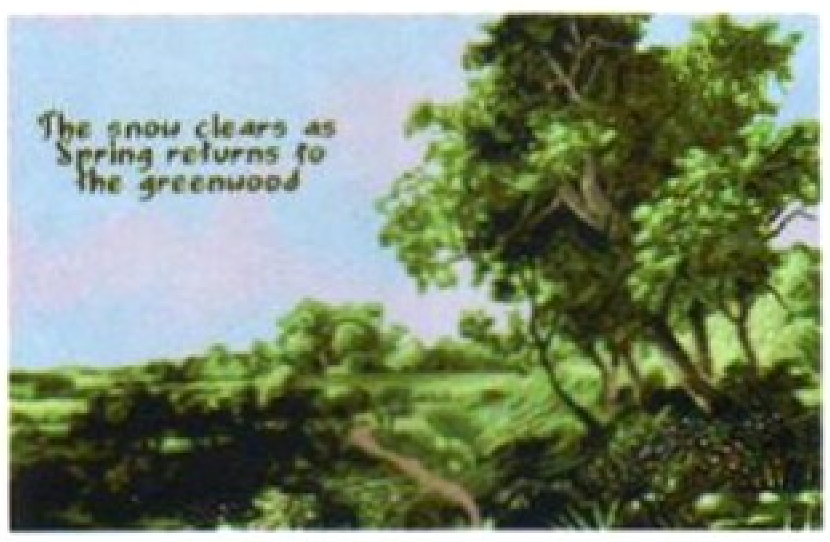
As the seasons change so does the look of the Greenwood. Blossom appears in Spring and in Winter there's, er, lots of snow.

Setting the scene in style

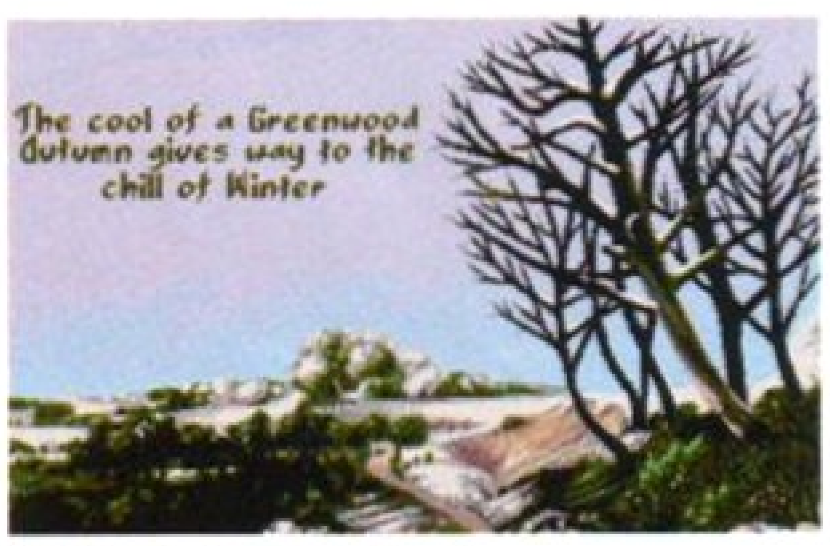
Robin Hood uses a variety of graphic interludes to set the scene and illustrate the plot. Some of them herald good news, others not so good, but all are strong on atmosphere.



Robin is forced to hang around for a while.



"For spring bade the sparrows pair..."



"Winter is icummen in..."

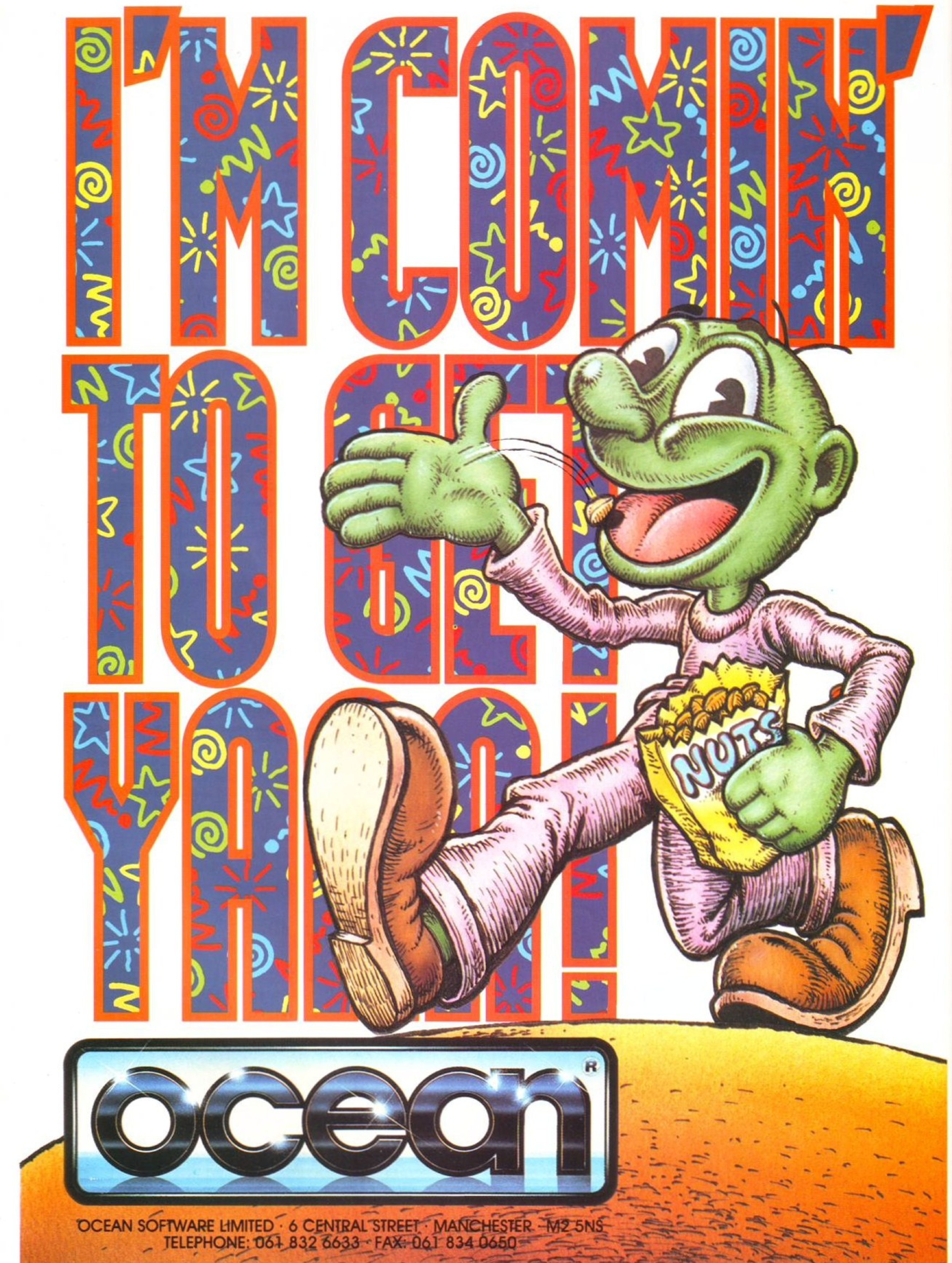


Not your common-or-garden Parish Priest.

Robin Hood
Millennium ■ £25.99

- Interesting and highly playable new perspective on the adventure genre.
- Exploring the atmospheric world is just as much fun as playing to win.
- Excellent Early Music soundtrack.
- Characters are a bit small and tend to get lost in the landscape.
- Plot line could do with a little more complexity and toughness.

Verdict 80%


I'M COMIN'
TO GET
YA!
NUTS
ocean
OCEAN SOFTWARE LIMITED · 6 CENTRAL STREET · MANCHESTER · M2 5NS
TELEPHONE: 061 832 6633 · FAX: 061 834 0650

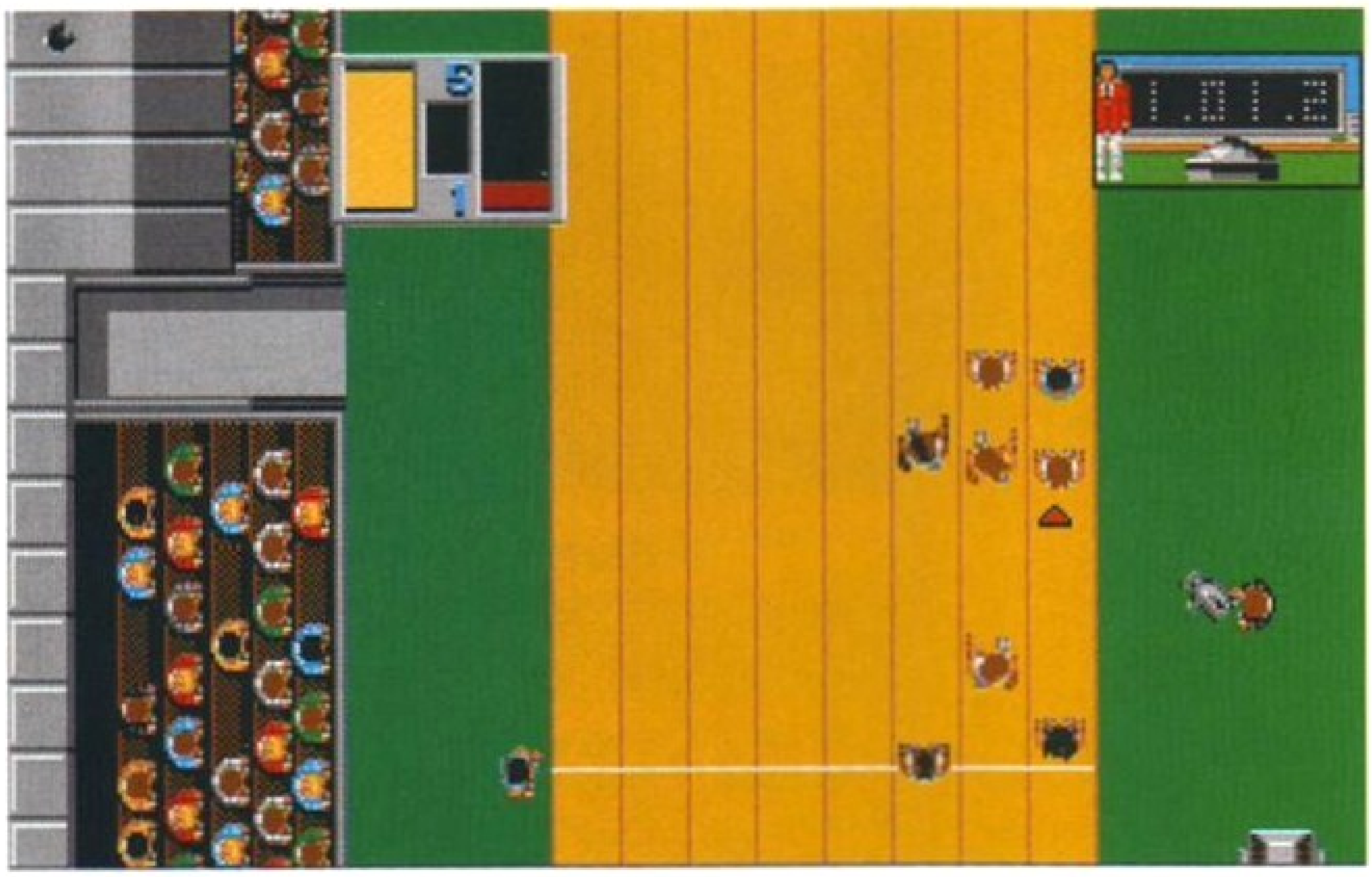
This is the bit where Uncle Spoutro gets together all those games we never had room for in the other bit, because they came in too late, weren't good enough to merit a page or...

Spoutro

International Championship Athletics

Verdict 58%

Hawk £25.99



16 events are yours to try in the classic "Summer Games" style. A mixture of waggling and touch play, you have the chance to compete against a world class field in 100m, 200m, 400m, 110m Hurdles, 400m Hurdles, 800m, 1500m, 5000m, Steeplechase, High Jump, Long Jump, Triple Jump, Pole Vault, Discuss, Javelin and Shot. You cycle through the events, competing in each, racking up medals for your country as you go. In between events a mutant announcer and strangely similar crowd cheer your success or failure.

Good waggling games are fun when played in a group, but average ones played alone are dull. *International Athletics* falls into the distinctly dull camp, with average pics and some strange controls. The long-distance races are particularly confusing and henceforth hard to win.

Cloud Kingdoms

Verdict 56%

GBH £7.99

A mad-eyed ball has to try and negotiate a series of mazes that hang in space. The search is for jewels and keys, plus an assortment of bonuses and bad guys. This is a solid looking game but *Cloud Kingdoms* proves to be annoying with a strangely remote joystick response, which makes a tough design harder to play than it really should be.



Magical History Score

This Month's Scores

Game	Publisher	Score
Cruise for a Corpse	US Gold	90%
Magic Pockets	Renegade	85%



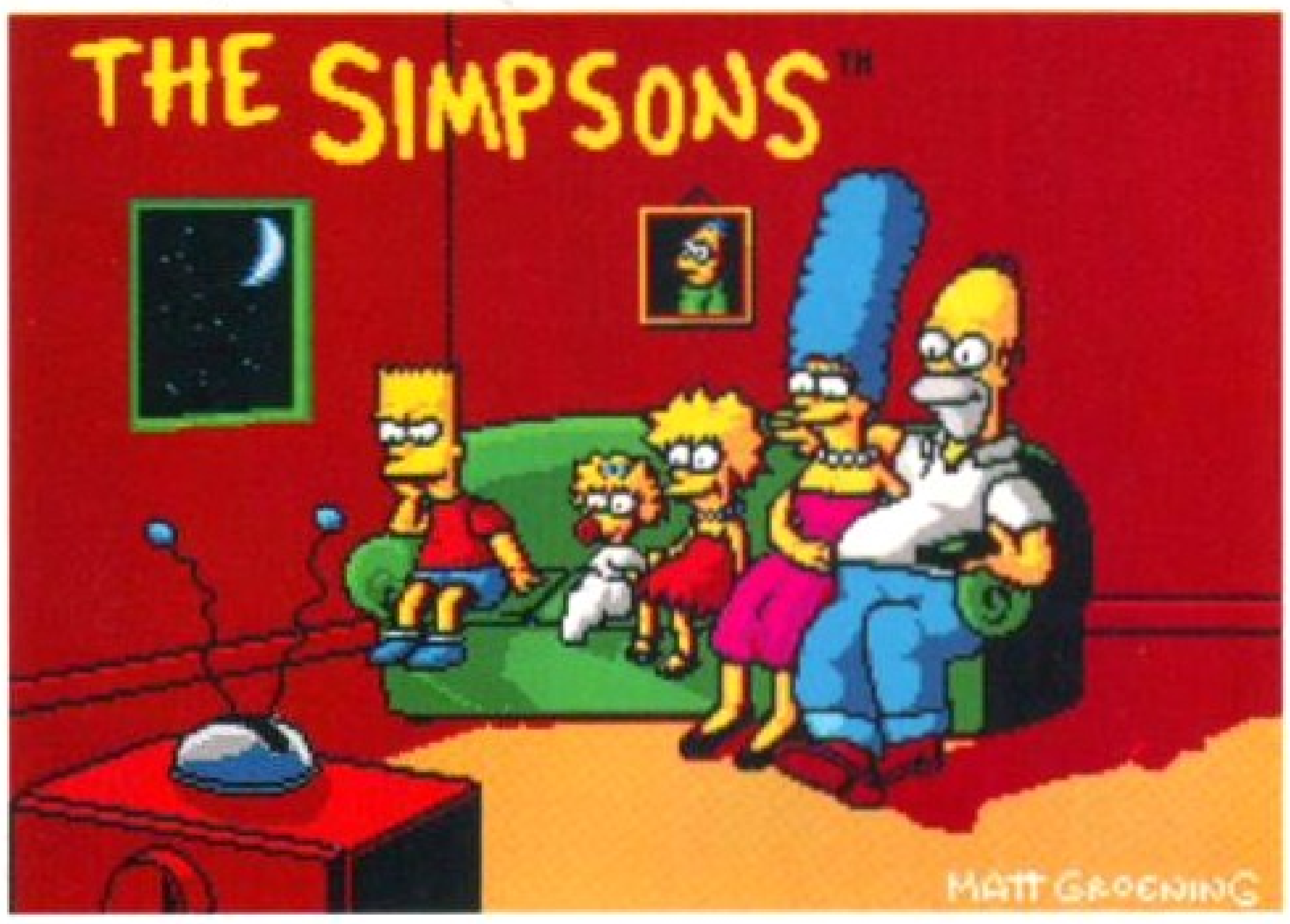
Game	Publisher	Score
Robin Hood	Millennium	80%
The Big Deal	Accolade	69%
Grandstand	Domark	69%
Kid Gloves	GBH	61%
Sorcerer	Infocom	60%
Test Drive II	Accolade	58%
Cloud Kingdoms	GBH	56%
Deadline	Infocom	42%
Cricket	Soundware	30%
Nebulus 2	21st Century	63%
Blade Warrior	Image Works	74%
Robin Smith's Cricket	D&H	35%
Rise of the Dragon	Sierra On Line	86%
Gauntlet 3	US Gold	63%
Executioner	Hawk	40%
Rodland	Storm	88%
Sarakon	Virgin	60%
Medieval Warriors	Soundware	53%

Last Month's Scores

Game	Publisher	Score
Mega-lo-Mania	Image Works	91%
Jimmy White's Snooker	Virgin	91%



The Simpsons	Ocean	81%



Thunderhawk	Core Design	90%
Llamatron	Llamasoft	89%
Hero Quest Data Disk	Gremlin	85%
Stack Up	Zeppelin	80%
Battle Chess 2	Electronic Arts	76%
Atomino	Psygnosis	72%
Frenetic	Core Design	67%
Navy Seals	Ocean	65%
Sliders	Palace	60%
Cardinal of the Kremlin	Accolade	59%
Swap	Palace	59%
Billards II Simulator	Infogrames	58%
Arcade Trivia Quiz	Zeppelin	57%
Striker Manager	D&H	53%
Aramlyte	Thalamus	51%
Challenge Golf	On Line	45%

Two Years Ago

Laser Squad	Blade	93%
Powerdrift	Activision	92%
Batman the Movie	Ocean	90%
Pro Tennis Tour	UBI Soft	87%
Tintin on the Moon	Infogrames	83%
Quest for the Time Bird	Infogrames	82%
APB	Domark	81%
Bloodwhych	Image Works	79%
Xenophobe	Micro Style	76%
Hillsfar	US Gold	72%
Quartz	Firebird	68%
Dragon Spirit	Domark	67%
Lancaster	Actual Screenshots	61%
Legend of Djel	Coktel Vision	59%
Legend	CRL	52%
Mr Heli	Firebird	52%
Slayer	Hewson	43%
Altered Beast	Activision	33%
Predator	Activision	22%
Games Summer Edition	Epyx	61%

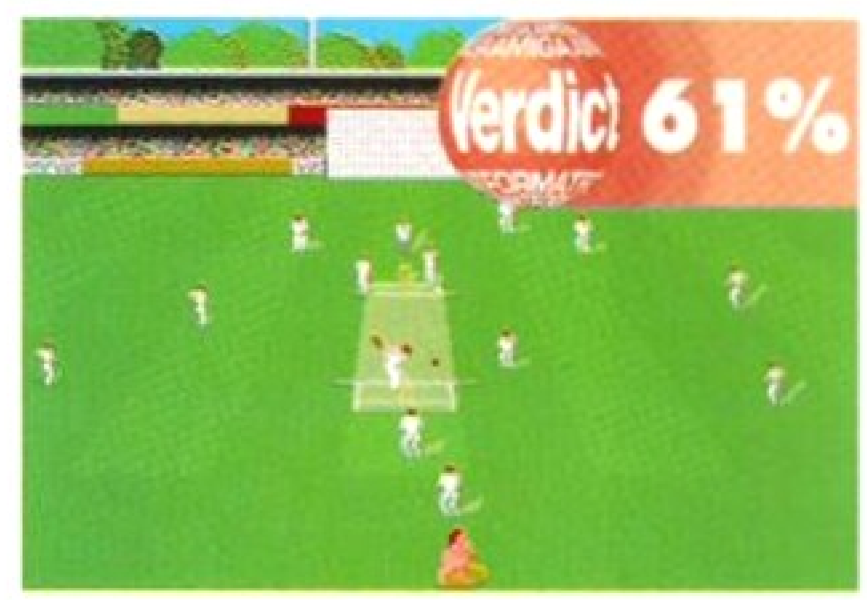




Kid Gloves

GBH £7.99

A platform game with quite a surprising reputation under its belt and it's a screen-by-screen scroller. Try to solve all the puzzles on one screen before transferring onto the next. Neat puzzles and light joystick control should make it jolly, but the graphics unfortunately let the side down. Flat and uninspired it just doesn't look appealing. Although it plays well it lacks that real hook: *Kid Gloves* is big enough to last but may not have the entertainment legs for the course.



Cricket

Soundware £25.99

Not so much world class cricket, more a minor counties second team training match. Just select the angle and power of your shot/bowl and sit back. The jittery animation is laughable and blank screens are used with alarming frequency. Soundwise the game's backed by what sounds like Darth Vader working at a sonar screen. Even the Richie Benaude samples can't save it. Jason Hales, you were right!



Test Drive 2 – The Collection

Accolade £29.99

This should be hot rodders dream uniting four supplementary disks and the original program, You are offered the chance to drive sportscars, supercars and muscle cars over the original course with California and Europe thrown in for good measure. All are presented slickly, with good graphics and good engine sounds. Yet the feel of speed just isn't there, 200mph feels more like a conservative 40!



The Big Deal

Accolade £29.99

This compilation brings together *Chessmaster 2000, Cribbage King – Gin King* and *Trump Castle*. The chess is played well and offers a wide variety of options, but insists on using the "say" driver for speech. *The Kings* bring the subtlety of cards to the fore in two classic game-forms, but are presented with no life. *Trump Castle* is a casino simulator which suffers the logical limitation that you can't actually win anything. All appear staid but play their respective games well.



Deadline

Infocom/Mastertronic £9.99

From the vaults of Virgin comes one the early Infocom outings, telling the tale of a detective who must solve a murder case in twelve hours. This Deadline anchors the game, as you wander around one of Infocom's less exciting worlds. The ordinary nature of the surroundings, if not the case, don't fire the imagination – a vital factor in any text based adventure. Feels tired and obviously looks terrible.

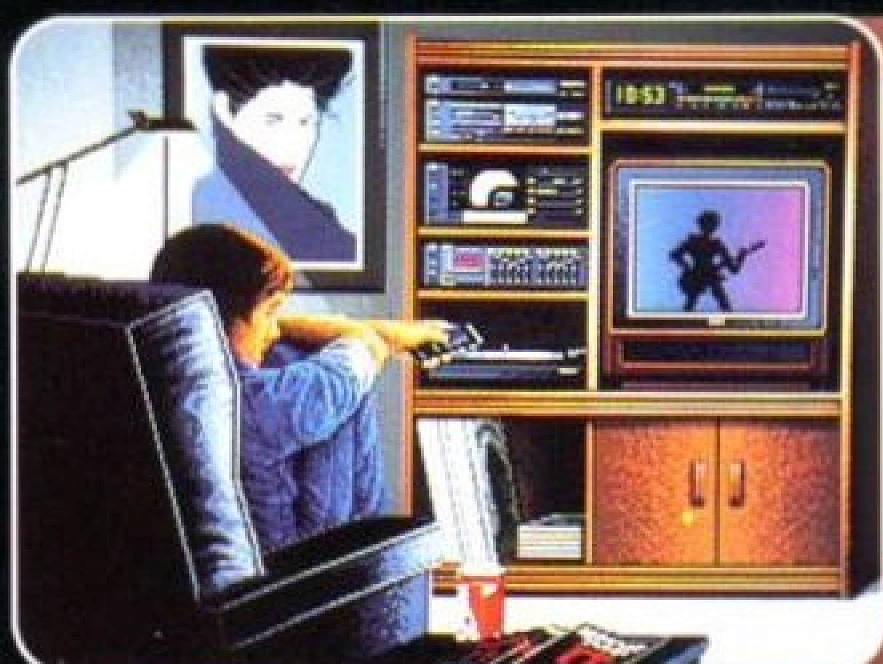


Sorcerer

Infocom/Mastertronic £9.99

Part two of the Enchanter series, this game uses the Zorkian magical mythos and is well suited to the rather bland text-only world. The images that are offered are drawn from the dark corners, dank dungeons and deadly world of magic. Your mission is to uncover the sordid trail of the murderers of your guild, using only your imagination. The *Sorcerer* is really rather well set up, it manages to give you real fright right at the start of the adventure.

Ultima VI
The False Prophet



MINDSCAPE

For your local dealer, contact: Mindscape International Ltd,
The Coach House, Hooklands Estate, Scaynes Hill, , West Sussex RH17 7NG.
Tel: 0444 831 761







AT LAST!
The Ultima saga continues on the Amiga and Atari ST.
Available soon, priced £30.99.
Over ONE MILLION Ultima adventurers world-wide can't be wrong!

For all the latest product information call ***0898 234214.*** *Calls charged at 34p per minute off-peak and 45p per minute at peak times.*

ORIGIN™
We create worlds.

MINDSCAPE

THE AMIGA FULL PRICE CHART

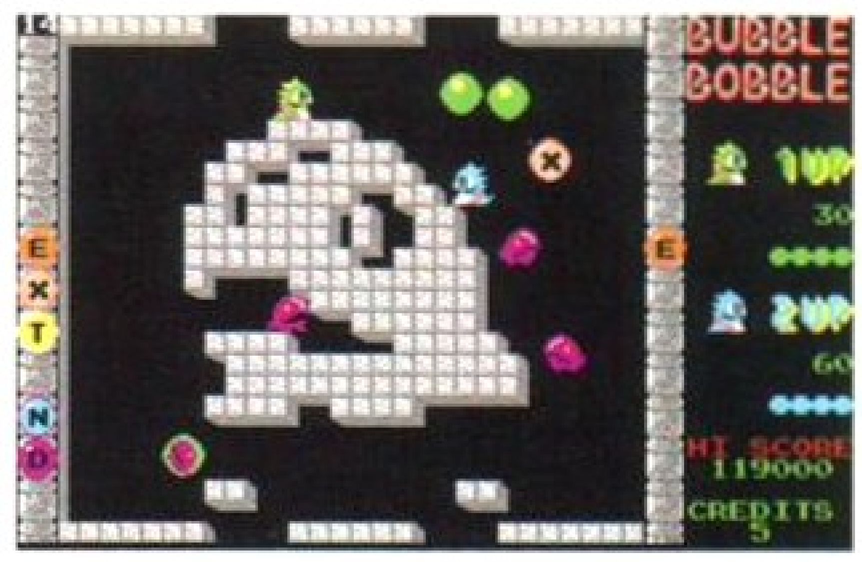
Pos	Move	Title / Publisher	Price	Score
1(2)	▲	**Manchester United Europe**		
		Krisalis	£25.99	80%
2(5)	▲	**PGA Tour Golf**		
		Electronic Arts	£25.99	FG90%
3(3)	■	**Monkey Island**		
		US Gold	£29.99	FG92%
4(1)	▼	**F-15 Strike Eagle II**		
		MicroProse	£29.99	FG90%
5(4)	▼	**Eye of the Beholder**		
		US Gold	£30.99	FG92%
6(-)	New	**Rainbow Collection**		
		Ocean £29.99		Compilation
7(6)	▼	**Lemmings**		
		Psygnosis	£25.55	FG92%
8(13)	▲	**Armour-Geddon**		
		Psygnosis	£25.99	85%
9(11)	▲	**Toki**		
		Ocean	£24.99	78%
10(10)	■	**Gods**		
		Renegade	£25.53	FG90%
11(14)	▲	**Life and Death**		
		Mindscape	£25.53	70%
12(7)	▼	**Hero Quest**		
		Gremlin	£25.99	85%
13(9)	▼	**Switchblade 2**		
		Gremlin	£25.99	70%
14(8)	▼	**Kick Off – Winning Tactics**		
		Anco	£12.99	See Below
15(16)	▲	**Chuck Rock**		
		Core Design	£25.54	80%
16(12)	▼	**Railroad Tycoon**		
		MicroProse	£34.99	FG92%
17(-)	New	**European Superleague**		
		CDS	£24.99	74%
18(20)	▲	**Supercars 2**		
		Gremlin	£19.99	80%
19(-)	New	**Final Whistle**		
		Anco	£12.99	See Below
20(-)	New	**Zak McKraken**		
		US Gold	£24.95	See Below
21(-)	New	**Power Up**		
		Ocean	£29.99	Compilation
22(15)	▼	**Speedball 2**		
		Image Works	£24.99	FG94%
23(-)	New	**Battle Chess 2**		
		Electronic Arts	£24.99	76%
24(-)	New	**Secret of the Silver Blades**		
		US Gold	£29.99	See Below
25(28)	▲	**Spirit of Excalibur**		
		Virgin	£29.99	62%
26(-)	New	**Centurion**		
		Electronic Arts	£25.99	79%
27(24)	▼	**3D Construction Kit**		
		Domark	£49.99	91%
28(25)	▼	**Sim City/Populous**		
		Infogrames	£29.99	Compilation
29(-)	New	**Predator 2**		
		Image Works	£25.99	81%
30(17)	▼	**Cricket**		
		Soundware International	£25.99	30%

Chart compiled by Gallup Ltd © 1991 European Software Publishers Association.



New Superleague!

With the footie season up and running it's interesting to note that *Manchester United Europe* has stormed straight into the top spot. An obviously well chosen licence that is backed-up by strong soccer/management sim. It seems that now that soccer is back, peeps prefer real teams to play because the mighty *Kick Off 2* has slipped out of the survey.



Rainbow Bobble Story

Is this simply the best compilation ever? *Rainbow Islands*, *New Zealand Story* and *Bubble Bobble* team up for a massively playable three-set arcade masterpiece. It's obvious that there have been hordes waiting for the arrival of package. They may be old, there may only be three in the pack, but they are some of the best arcade conversions ever made. Well played Bub, Bob and that Kiwi-type thing.

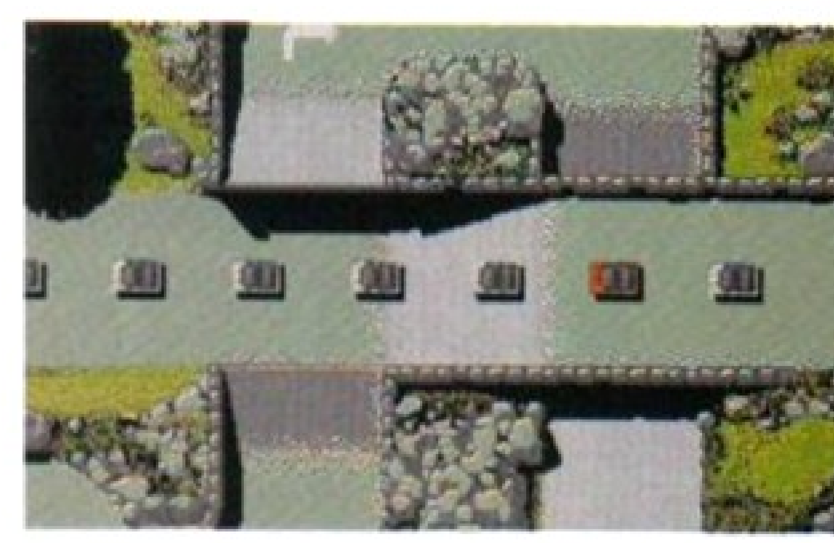
Sequel Equals

Eight Sequels! Yes, there's no less than eight second-time arounders doing the rounds in the chart this month. *Manchester Untied Europe*, *Predator 2*, *F-15 2*, *Switchblade 2*, *Kick Off-Winning Tactics*, *Final Whistle*, *Supercars 2* and *Battlechess 2* all have managed to make the Top 30 grade. Why is this? Have we all become Hollywood movie moguls or something? Or maybe it is just because they all take good original games that little bit further.

BUDGET CHART

Pos	Title / Publisher	Price
1(1)	**Full Contact**	
	Team 17	£9.99
2(-)	**TV Sports Football**	
	Mirror Image	£9.99
3(5)	**Fantasy World Dizzy**	
	Code Masters	£6.99
4(-)	**Pro Boxing**	
	Code Masters	£7.99
5(3)	**Lombard RAC Rally**	
	Hit Squad	£7.99
6(3)	**Xenon 2**	
	Mirror Image	£9.99
7(4)	**North and South**	
	Action 16	£7.99
8(10)	**Little Puff**	
	Code Masters	£7.99
9(-)	**Ninja Rabbits**	
	Micro Value	£6.99
10(6)	**Defender of the Crown**	
	Mirror Image	£9.99





BELOW

It's apology time again! Where we explain why certain games in the chart haven't actually got any scores. Well *Zak McKraken*, he was before our time. As for the *Kick Off* Supplement disks, well we just never covered them. (Ooops!) but they are for *Kick Off* so what more information's needed?



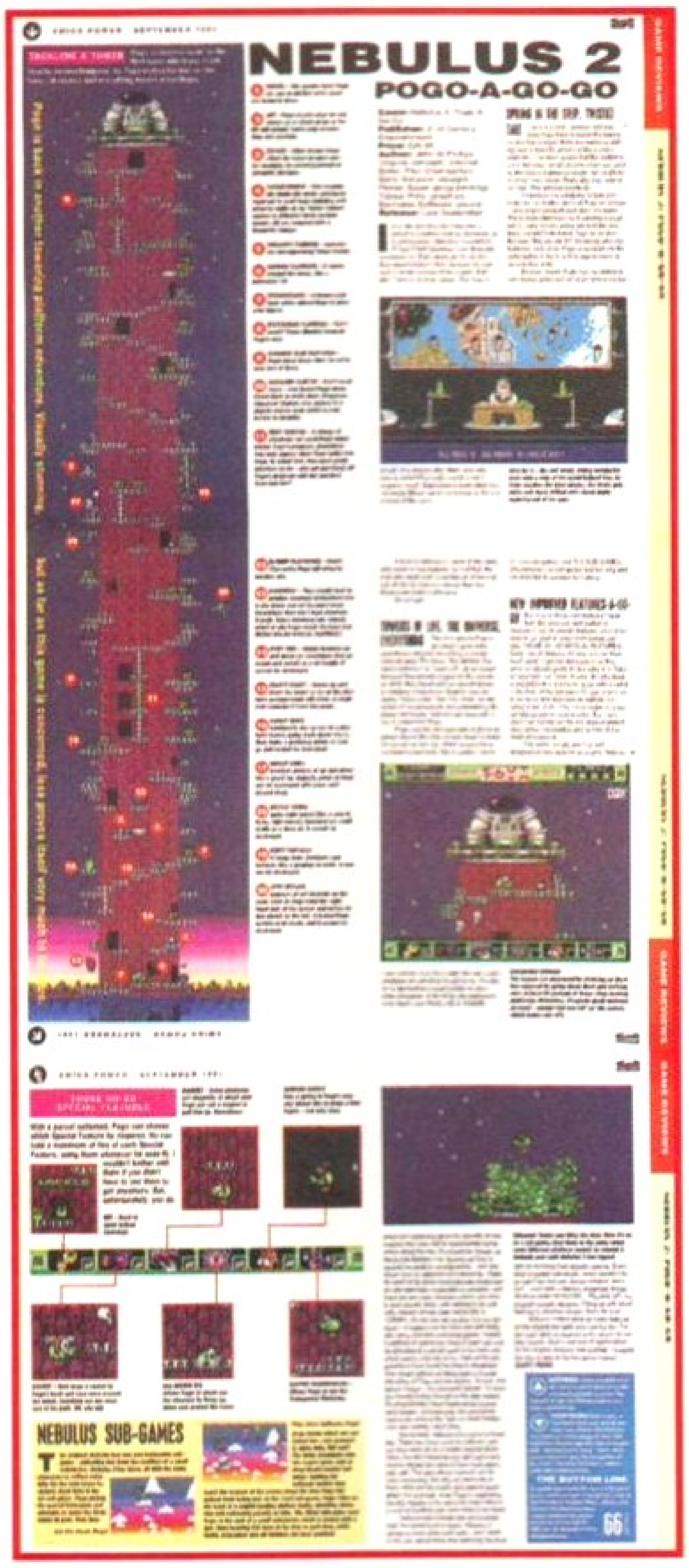
YOU GET A GOOD DEAL MORE WITH AMIGA POWER

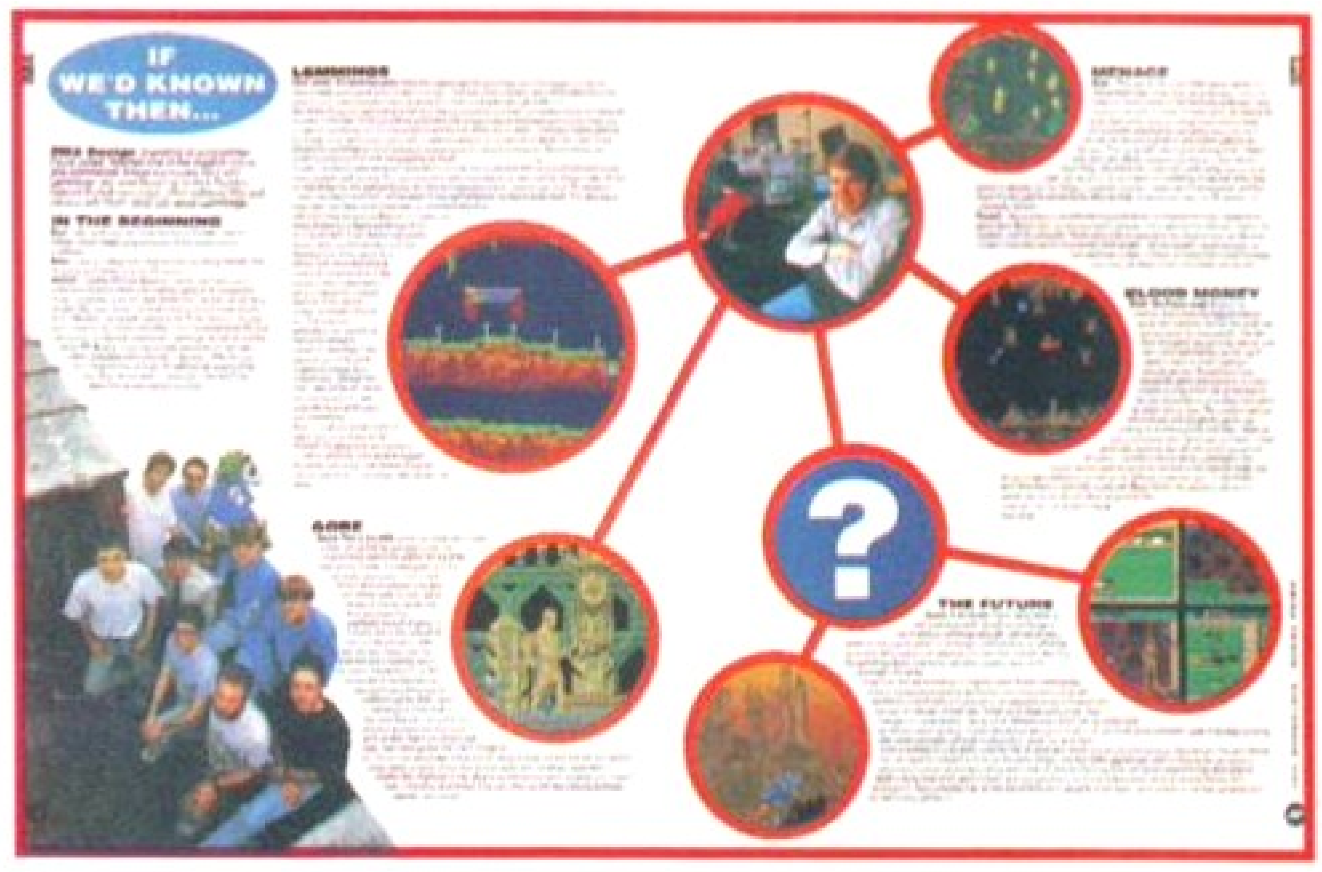
BRITAIN'S BEST-SELLING AMIGA GAMES MAGAZINE!

MORE REVIEWS

AMIGA POWER devotes more space to more game reviews than any other magazine! Every month we review well over 40 new full price, budget and PD releases – many in massive three (or even four) page reviews like this one! What we don't tell you about a game isn't worth knowing.

And that's not all! Who could forget The Bottom Line – AMIGA POWER's constantly updated review of the past year's games? In fact, all in all we rate over 300 pieces of (ahem) 'leisure computer software' every issue!





MORE TIPS

AMIGA POWER consistently carries more pages packed with tips than any other Amiga mag – or any other computer mag of any sort for that matter. If you *really* want to know how to beat a game, your best chance of finding out is right here.



MORE EVERYTHING!



The AMIGA POWER disk – it's quite simply the best in the business, packed to its sexy blue corners with great game demos and the pick of Amiga PD. And best of all? It's yours with every issue of AMIGA POWER.

And don't forget our news pages – quite simply the best in the business – or our exhaustive game previews or revealing interviews with top creators either. If it's happening in Amiga gaming, it's happening in AMIGA POWER.

If you're into Amiga games you should be into AMIGA POWER

September issue out now
October issue - with five FREE POSTCARDS - out September 26th
ONLY £2.95

Win a fabulous (and hugely expensive) day trip to nowhere on the flight deck of Europe's most advanced flight simulator, as well as a Philips CM8833 monitor and a copy of F-19 Stealth Fighter...

...and there's 5 copies of F-19 for runners-up, too!

THE LOW-DOWN

Philips, big cookies in the Amiga monitor world, are celebrating the release of a new bundle which combines their excellent CM8833/II monitor with MicroProse's masterful flight simulator *F-19 Stealth Fighter*. We reckon that's a cracking little combination of sound, graphics and realism: but an even better combination awaits our competition winner.

Some lucky person will not only win a superb monitor-and-game pack, but also a wonderful day out to have a go on one of the country's most expensive and advanced flight simulators, the Britannia Airways Boeing 737 simulator. This piece of electronic wizardry is used almost constantly to train pilots, so it's an almost unique chance for a member of the public to have a go at it. Even an hour on the flight sim costs a small fortune, and that's what you'll get!

The winner will be whisked on an all-expenses-paid day out to fly the simulator as well as having the monitor and game to remember the day by, but that's not where it ends. Five runners-up will also receive a copy of the Format Gold flight sim, too!

Don't delay - enter today!

THE QUESTIONS

1 Who flew the first aeroplane?

a The Wright brothers.
b The Wong sisters.
c Arthur Blenkinsop.

2 Who made the first television?

a Manfred Mittwochs.
b John Logie Baird.
c Yogie bear.

3 The tiebreaker, this one. Name a group or band (or 'combo', I suppose –Ed) that has an aeroplane in the name...

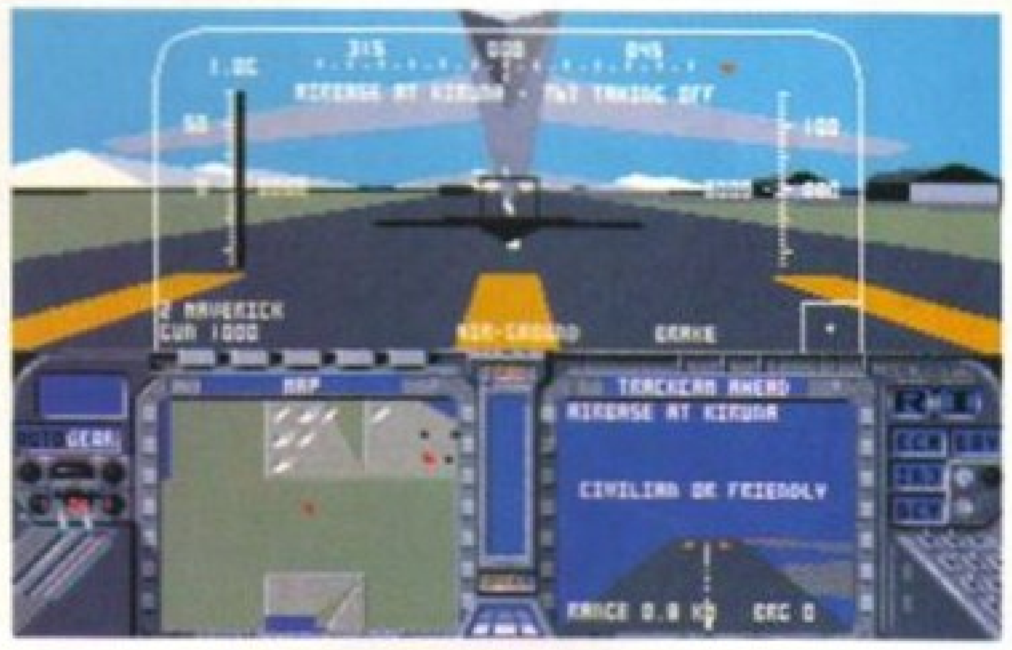
THE WAY TO WIN

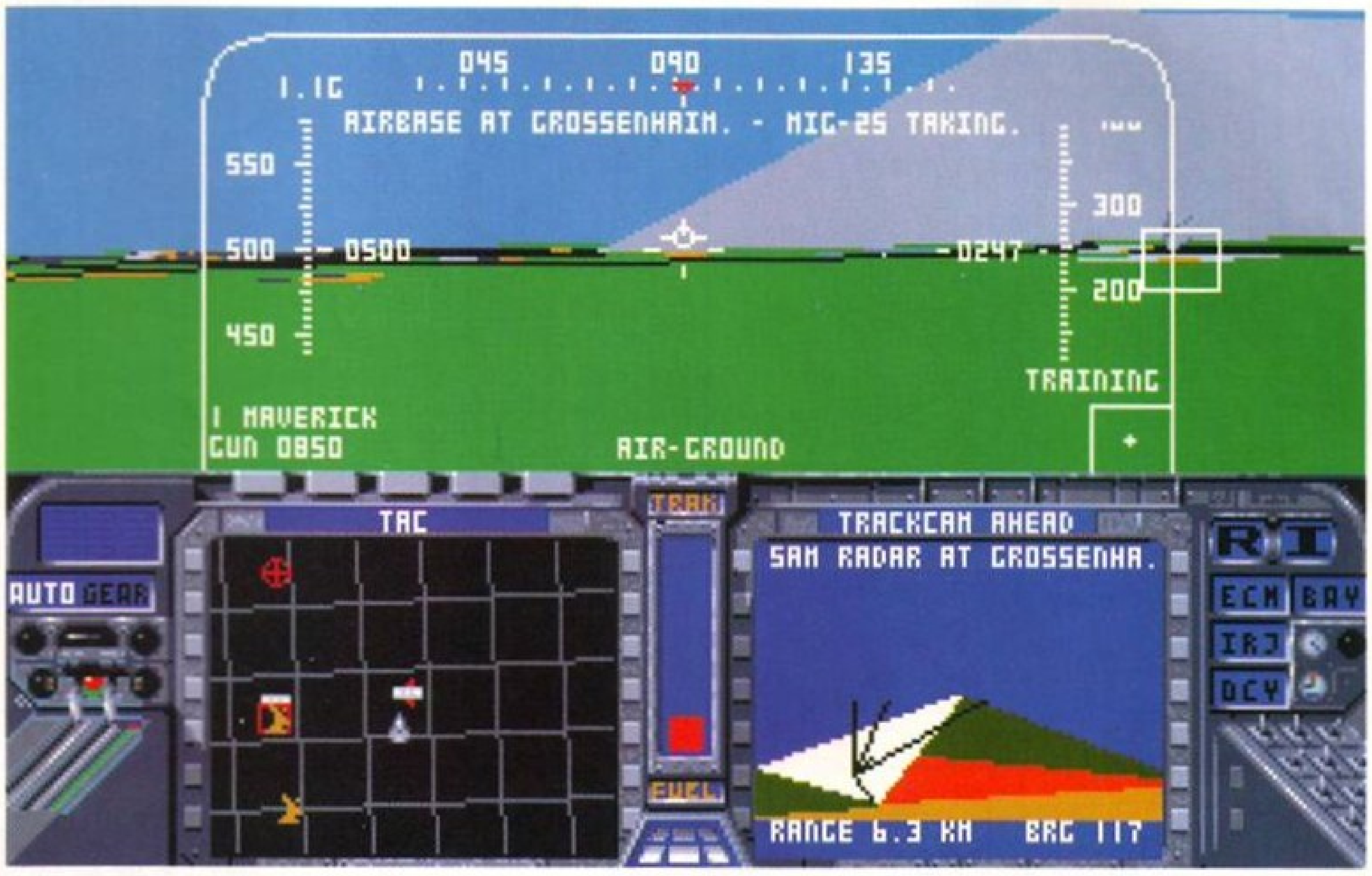
All you have to do to get your chance at winning this fabulous flight-simming day out is write down the answers to the three easy questions we just asked you on the back of a stuck-down envelope or a postcard along with your name, address and – don't forget this! – your telephone number. Then stick a stamp on it and whack it in the post to Philips Phliers Compo, *Amiga Format*, 29 Monmouth Street, Bath BA1 2DL. All entries must reach us by October 18.

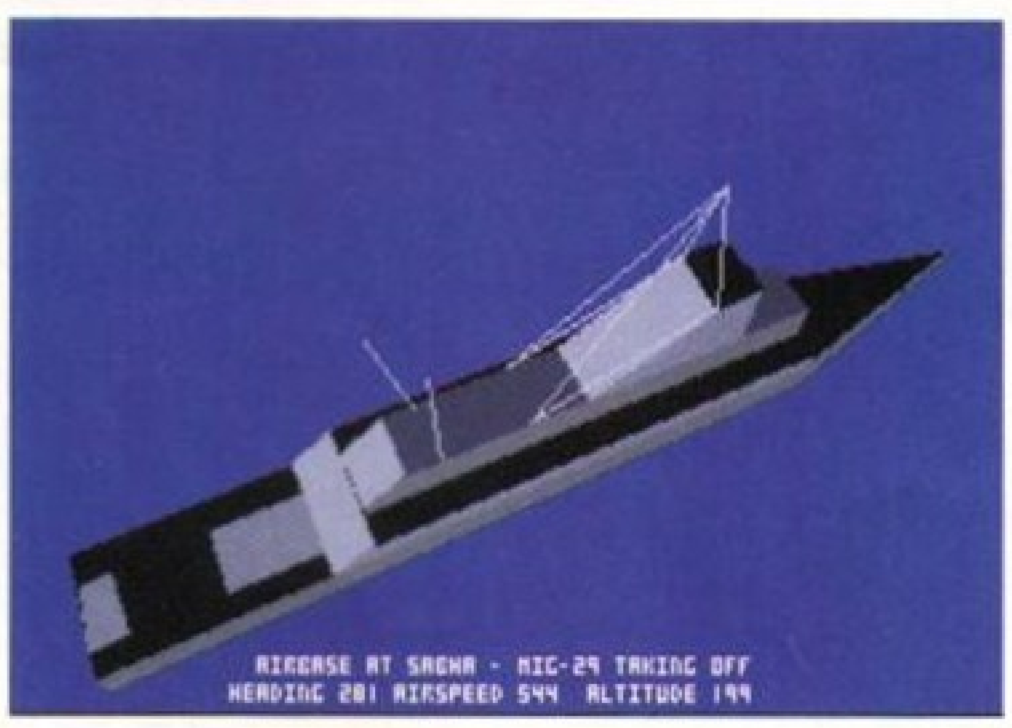
THE RULES

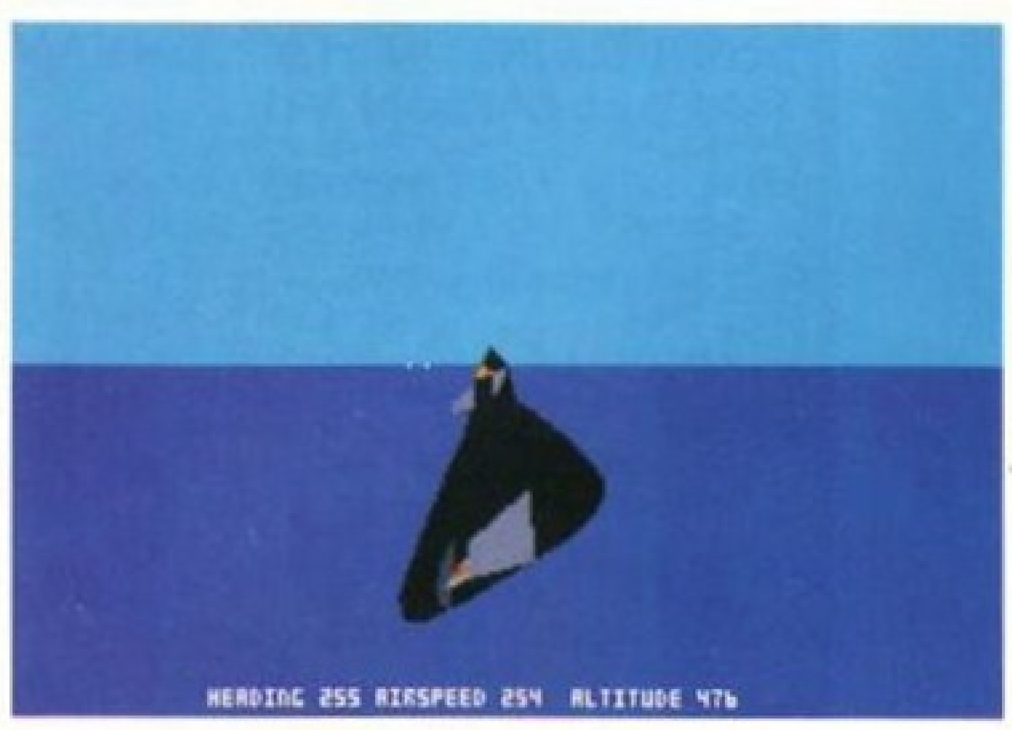
Employees of Future Publishing and Philips or their agents are not allowed to enter. The judges' decision is final and no correspondence will be entered into. No cash or other alternative to prizes will be offered.











New Showroom
232 Tottenham Court Road
London W1

New Showroom
232 Tottenham Court Road
London W1

DIAMOND

COMPUTER SYSTEMS LTD

1Mb PACK 1 1Mb

COMMODORE CARTOON CLASSIC PACK

AMIGA 500 +
Lemmings, Captain Planet
Bart Simpson, Deluxe Paint III
+ RAM board

ONLY **£345.00**

Extras **10 Games**
Man United, Totall Recall, Speed Ball II, Xenon II, Teenage Mutant Ninja Turtles, Final Battle, Stunt Car Racer, Golden Axe, Cadaver, Super Off-Road Racer, joystick, mouse, mousemat, dustcover, ten spare disks + box

ONLY **£399.00** INC VAT
WITH
8833 MK II Colour Monitor
ONLY **£569.00**

LIMITED STOCK

1Mb PACK 2 1Mb

CLASS OF 90's PACK

Everything you need for
Art + Design + Word Processing

AMIGA 500 +
AMIGA LOGO, INFOFILE, LETSPELL, MUSIC MOUSE, CBM EMULATOR, DELUXE PAINT II, D501 1/2 Meg upgrade, Mouse Mat + 10 free disks

ONLY **£459.00** INC VAT

LIMITED STOCK

1Mb PACK 3 1Mb

AMIGA 500 MEGA PACK INCORPORATING AMIGA 500 +

- 512K RAM
- 1Mb Disk Drive
- 4096 Colours
- Mouse
- Three Manuals
- Operating System
- Built-in Speech
- T.V. Modulator
- Extra 512k RAM with Clock

ONLY **£339.00**
WITH
8833 MK II Colour Monitor
ONLY **£549.00**

LIMITED STOCK

PACK 4

THE BEST OF PUBLIC DOMAIN

THE 24 CARAT DIAMOND P.D. PACK

AMIGA 500 +

The best 24 Titles available in P.D. software including

Skill games, Fantasy games, Word Processing, Amazing Graphic Demos, and Electrifying Art Pack + many more too numerous to mention

ONLY **£325.00**

LIMITED STOCK

NEW PACK 5 NEW

AMIGA 500 SpeedBall PACK INCORPORATING

- 512K RAM
- 1Mb Disk Drive
- 4096 Colours
- Mouse
- T.V. Modulator
- Three Manuals
- Operating System
- Built-in Speech Synthesis

*** MEGA PACK ***
Speed Ball II, Totall Recall, Man United Xenon II, Teenage Mutant Ninja Turtles, Final Battle, Stunt Car Racer, Golden Axe, Cadaver, Super Off-Road Racer

ONLY **£349.00**
WITH
8833 MK II Colour Monitor
ONLY **£549.00**

LIMITED STOCK

PACK 6

ONLY WHILE STOCKS LAST

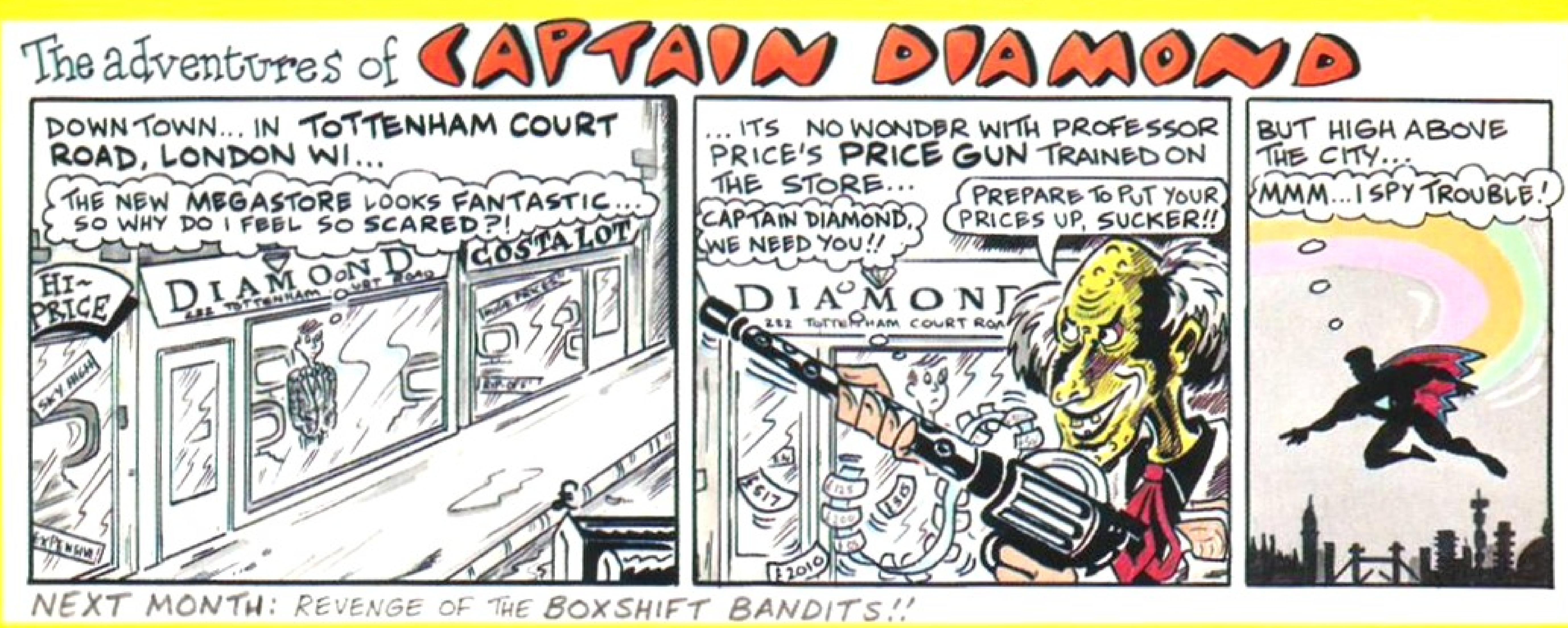
AMIGA 500 AXE PACK INCORPORATING

- 512K RAM
- 1Mb Disk Drive
- 4096 Colours
- Mouse
- T.V. Modulator
- Three Manuals
- Operating System
- Built-in Speech Synthesis

*** 10 GAMES ***
Golden Axe, Hard Drivin', Phobia, Saint & Greavsie, Silk Worm, Datastorm, Continental Circus, Turrican, Ninja Warriors Emotion

ONLY **£349.00**
WITH
8833 MK II Colour Monitor
ONLY **£549.00**

LIMITED STOCK



No. 1 FOR

Diamond Retail Outlets Around The United Kingdom

- Dorset ✆ 0202 716226
- Bristol ✆ 0272 522044
- Manchester ✆ 061 257 3999
- Warks ✆ 0962 312155



- Southampton ✆ 0703 232777
- Romford ✆ 081 597 8851
- Edinburgh ✆ 031 554 3557
- Central London ✆ 071 580 4355

No. 1 FOR

Export Hotline Bristol 0272 522044 Richard Brown

REMEMBER, AT DIAMOND YOU HAVE A CHOICE

Authorised full service centre at our Bristol Office, now offering same day repairs. Contact Keith our service manager for details Bristol 0272 522044

PACK 7 — NEW NEW

AMIGA 500 SKILL PACK INCORPORATING AMIGA 500 +

- Disk Storage Box
- 1Mb Disk Drive
- 4096 Colours
- Mouse
- T.V. Modulator
- Dust Cover
- 10 3.5" Disks
- Three Manuals
- Operating System
- Built-in Speech Synthesis
- EXTRA 512k RAM
- Mouse Mat
- Dpaint II

DIAMOND MEGA 10 GAMES
Man United, Totall Recall, Speed Ball II, Xenon II, Teenage Mutant Ninja Turtles Final Battle, Stunt Car Racer, Golden Axe, Cadaver, Super Off-Road Racer + Joystick

ONLY **£369.00**
WITH
8833 MK II Colour Monitor
ONLY **£579.00**

LIMITED STOCK

PACK 8

AMIGA 500 NINJA PACK INCORPORATING AMIGA 500 +

- Disk Storage Box
- 1Mb Disk Drive
- 4096 Colours
- Mouse
- T.V. Modulator
- Dust Cover
- 10 3.5" Disks
- Three Manuals
- Operating System
- Built-in Speech Synthesis
- EXTRA 512k RAM
- Mouse Mat
- Dpaint II

DIAMOND MEGA 10 GAMES
Golden Axe, Hard Drivin', Phobia, North & South Silk Worm, Datastorm, Continental Circus, Turrican, Emotion, Ninja Warriors + Joystick

ONLY **£369.00**
WITH
8833 MK II Colour Monitor
ONLY **£579.00**

PACK 9 — 9 PIN QUALITY — Word Processor & DTP

AMIGA 500

- 512K RAM board
- Philips 8833 Mk II Monitor
- SWIFT 9 Colour
- Connecting Lead

PLUS HOME OFFICE
The ultimate word processor/DTP pack

- Intergrated Word Processor
- DTP
- Spreadsheet
- Database

ONLY **£775.00**

PACK 10 — 24 PIN QUALITY COLOUR — THE ULTIMATE PACK

AMIGA 500

PLUS HOME OFFICE
The ultimate word processor/DTP pack

- Integrated Wordprocessor
- DTP
- Spreadsheet
- Database

PLUS
24 pin SWIFT 24 colour printer
Including colour kit
PLUS
512K RAM Board
Philips 8832 Mk II Monitor
£899.00

PACK 11

A590
20Mb Hard Disk with 2Mb RAM

- 20 FREE 3 1/2" disks
- 80 Disk Capacity, Disk Box

ONLY **£339.50**

A590 20Mb Hard Disk

0Mb RAM **£279.00** 512K RAM **£299.00**
1Mb RAM **£319.00** 2Mb RAM **£339.00**

IVS TRUMPCARD

D590 40Mb Hard Disk
0Mb RAM **£399.00** 2Mb RAM **£499.00**
4Mb RAM **£622.00** 6Mb RAM **£739.00**
8Mb RAM **£939.00**

PACK 12

DIAMOND MUSIC MASTERS PACK

Everything you need to create your own in house musical extravaganza

AMIGA 500 + MUSIC-X (the complete MIDI sequencer as used in recording studios by the professioals) + MIDI interface +512k RAM upgrade

ONLY£399.00 INC VAT



MR DIAMOND'S SUPER SPARES CENTRE

IVS TRUMPCARDS

The IVS Trumpcard is the top selling SCSI hard drive controller. Representing the latest in technology directly from the USA, it is the only controller to support IBM, Amiga and Apple MAC partitions on one hard disk. This allows you to run software for the three main hardware platforms on one machine. Only one computer can do this.

HARD DISK DRIVES

IMPULSE

Model	Size	Speed	Price
IMP52S/LP	52Mb	9ms	£229.00
IMP80S/LP	80Mb	9ms	£369.00
IMP105S/LP	105Mb	9ms	£399.00
IMP170S	170Mb	8ms	£599.00
IMP210S	210Mb	8ms	£659.00

FUJITSU

Model	Size	Speed	Price
M2612ESA-MJ	90Mb	19ms	£249.00
M2613ESA-MJ	135Mb	19ms	£367.00
M2614ESA-MJ	180Mb	19ms	£495.00

SYQUEST

44Mb 28ms P.O.A. removeable cartridge drive

TRUMPCARD FOR ABOVE add £115.00

PHILIPS MONITOR

8833 MkII colour monitor inc. dust cover and lead

only £234.00

JOYSTICKS

Topstars	£23.95	Prof 9000 deluxe	£29.99
Zipstick	£14.95	Speedking	£12.25
Navigator	£14.99	Flash Fire	£11.95
Apache	£9.99	The Arcade Turbo	£23.95
Gunshot	£5.00	Cheetah 125+	£5.00
Quickjoy	£18.99	Challenger	£34.95
Poweplay	£10.21		

FLICKER FIXER

Get those flicker free high res modes, use the Flicker Fixer Video Card

£299.00

MEMORY UPGRADES

for your A1500 or A2000 with the Supra 8Mb RAM board

Bare Board	£81.00 Extra
2Mb populated	£75.00 Extra
4Mb populated	£149.00 Extra
6Mb populated	£223.00 Extra
8Mb populated	£295.00 Extra

GVP PRODUCTS

GVP COMBO board. The SCSI hard disk controller with built in 68030 accelerator and RAM expansion capability.

22MHz Combo with 1Mb RAM	£799.00
33MHz Combo with 41Mb RAM	£1495.00
40 Mb SCSI hard disk	£249.00
114 Mb SCSI hard disk	£449.00

GVP Series 2 RAM Card comes with 2Mb RAM as standard.

2Mb £200.00 4Mb £275.00 8Mb £345.00

GVP Series 2 RAM Card

Bareboard	£209.00
40Mb	£369.00
52Mb Quantum 11ms	£429.00
114Mb NEC 20ms	£549.00

HIGH RES

1024x768, 0.28 dot pitch

Multisync Monitor £349.00

EXTERNAL DRIVE

3.5" external drive £54.95

SPEED UP

your 1500, 2000 with a Co-Processor board.
Phone for details

SOFTWARE

Pro Page 2.0	£169.95	Pro Video Post	£149.00
Propage Templates	£34.95	Propage ClipArt	£34.95
Pro Write	£85.00	Sculpt Animate 4D	£279.00
Broadcast Titler II	£179.00	X CAD Designer	£69.33
X CAD professional	£229.00	Deluxe Paint III	£34.95
Digiview Gold 4	£88.13	Pixmate	£35.00
Vista	£49.00	Distant Suns	£36.00
Pen Pal	£81.00	Cross DOS	£25.00
Devpac Amiga	£45.00	Hisoft BASIC	£55.00
Lattice C V5.0	£149.00	Lattice C++	£250.00
Hisoft Pro Flight	£34.00	Pro Draw	£81.00
Quarter Back	£35.00	Videotitler	£100.00
Turbo Silver	£100.00	Director 2.0	P.O.A.
Photon Paint II	£23.50	Bars & Pipes	£120.00
Excellence	£89.95	Pagesetter 2.0	£44.95
Pagestream 2.1	£129.95	Pro Write 3.1	£89.95
Quick Write	£34.95	Scribble Platinum	£34.95
Transwrite	£27.95	Platinum Works	£69.95
Home Office Kit	£69.95	Superbase Pro 4	£116.50
Hyperbook	£34.95	Wordworth	£85.00

ICD Adspeed	£175.00	ICD Flicker Free video	£250.00
ICD FFF & VGA Monitor	£499.00	KCS PC Power board	£235.00
AT-Once	£169.00		
(2000 version also available)	£199.00		

ICD FLICKER FIXER P.O.A.

600 Mb Hard Disk P.O.A.

Tape Streamer P.O.A.

20Mb Disk Drive P.O.A.

NEXUS COMBO'S

High speed Hard Disk Controllers taking up to 8Mb of on board RAM

Bareboard	£229.00
40Mb	£389.00
52Mb Quantum 11ms	£449.00
114Mb NEC 20ms	£559.00

GENLOCKS

Rendale	£149.00
G2	£575.00

Obviously, when you carry as much stock as DIAMOND, you can't advertise all your spares; but contact your local branch and we guarantee you won't find the part that you're looking for at a better price.

THE VISION OF THE FUTURE IS NOW THE PRESENT AT DIAMOND

C.D.T.V. £599.00

EDUCATE YOUR CHILDREN THE WAY THEY WANT TO BE EDUCATED, WHILST BEING THE ENVY OF ALL YOUR FRIENDS, WITH A NEW DIMENSION IN SOUND AND GRAPHICS FOR YOUR HOME.

So what is C.D.T.V. ? Are you confused by all the hype?
If you are , then why not pop into your local Diamond branch for a full working demonstration of this exciting new medium and have all the answers to all of your questions translated by experts from unneccessary gobledegook into plain easy to understand English.

GREAT PART EXCHANGE OFFERS

You will be surprised at just how generous Mr Diamond will be when you trade in your old Amiga 500 for a C.D.T.V.
C.D.T.V. ROM, normally **£599.00**, only **£349.00** when you P/X your old Amiga 500
External Amiga A500 ROM Player ONLY **£399.00**

ENTERTAINMENT

Title	Price
All Dogs Go To Heaven, Electric Crayon	£34.99
Classic Board Games	£34.99
Psycho Killer	£29.99
Wrath of the Demon	£29.99
Case of the Cautious Condor	£34.99
Battlestorm	£29.99
Sim City	£29.99
Defender of the Crown	£29.99
Lemmings	£34.99
Xenon II : Megablast	£29.99
Indoor Sports	£29.99
Many Roads to Murder	£29.99
Snoopy	£29.99
Spirit of Excalibur	£34.99
Horse Racing	£29.99
Ninja Highschool Comix	£16.99
Dinosaurs for Hire	£16.99
Basketball	£29.99
Battlechess	£44.99

REFERENCE

Title	Price
Hutchinsons Encyclopeadia	£49.99
Time Table of Science & Innovation	£39.99
Time Table of Business Politics	£39.99
Dr. Wellman	£54.99
The New Basics Electric Cook Book	£39.99
World Vista Atlas	£54.99
American Heritage Dictionary	£49.99
Complete Works of Shakespeare	£34.99
Illustrated Holy Bible	£34.99

EDUCATION

Title	Price
Barney Bear Goes to School	£34.99
Fun School 3 (for under 5's)	£29.99
My Paint	£24.99
A Bun for Barney	£29.99
Mind Run	29.99
Thomas's Snowsuit	£34.99
Scary Poems for Rotten Kids	£39.99
Paper Bag Princess	£34.99
The Tales of Peter Rabbit	£39.99
Mud Puddle	£34.99
LTV English	£34.99

ART & LEISURE

Title	Price
Indoor Plants	£29.99
Women In Motion	£34.99
Animated Colouring Book	£34.99
Advance Military Systems Series	£29.99
Garden Plants	£34.99
Trees and Shrubs	£34.99
Fruits , Vegetables and Herbs	£34.99

MUSIC

Title	Price
Music Maker	£19.99

100's of Titles coming soon!
Buy a system before the price goes Sky High!

SOFTWARE SUPERSALE

EVERY DAY IS SALES DAY WHEN YOU SHOP THE DIAMOND WAY
ALL THESE TOP TITLES FOR ONLY A RIDICULOUS £5.00

Man United. Totall Recall, Speed Ball II, Xenon II, Teenage Mutant Ninja Turtles, Final Battle, Stunt Car Racer, Cadaver, Super Off Road Racer, Golden Axe, Hard Drivin', Phobia, North & South, Silkworm, Shockwave, Continental Circus, Turrican, X-Out, Ninja Warriors, Table Tennis, Chess Player 2150, Datastorm, E-Motion, Dungeon Quest, Grand Master Slam, Kid Gloves, Mercenary, Rick Dangerous, RVF Honda, Shufflepuck Cafe, Soccer, Menace, Blood Money, Saint & Greavsie, Netherworld, Nightbreed, Slaygon, Snowball Hell, Fastlane, Aton 500, Balistrix, Gold Runner, Tower of Babel, Fantasy World of Dizzy, Star Blaze, ,star Ray, Terra Quester, Jupiter Probe, Bombuzzal, Days of Thunder, Dark Castle, Dark Side, Prospector, Archepelagos, Terrorpods and many many more...

ONLY SOMEONE AS WONDERFUL AS MR DIAMOND CAN OFFER YOU THE LATEST TOP SELLING TITLES AT UP TO 1/2 PRICE, JUST CHECK THE PRICES

Lemmings only **£14.95**, Bart Simpson only **£9.95**, Captain Planet only **£9.95**, Deluxe Paint III only **£34.95**

D501 512k RAM card + clock ONLY **£29.95**

ALL PRICES INCLUDE VAT

ALL PRICES INCLUDE VAT

D501 512k RAM card + Disk Drive ONLY **£81.00**

CHIPS & DISKS

We only sell new chips

A590 Memory chips
0.5Mb £17.60
1.0Mb £35.25
2.0Mb £69.00
A590 2Mb Populated £328.00

8UP BOARD & CHIPS
Bare Board (0Mb) £81.00
add cost of RAM to your specification
2Mb +£69.00
4Mb +£137.50
6Mb +£206.00
8Mb +£274.00

DISK CONTROLLER CARDS

The GRANDSLAM, new SCSI controller from IVS. Extra Parallel port - space for 8Mb on board RAM

ONLY **£235.00**

NEXUS SCSI hard disk controller card - space for 8Mb on board RAM.

ONLY **£199.00**

The U.K. official importer

MONITORS

ALL PHILIPS U.K. MONITORS HAVE 1 YEAR ON SITE GUARANTEE



PHILIPS 8833(U.K.)
Colour Monitor with stereo sound
+ FREE LEAD & DUST COVER
Only **£229.00**
+F19 competition £245.00
DIAMOND Multisync Monitor
Only£347.00
COMMODORE 1084/s
Only £222.00
COMMODORE 1084/SD Monitor
Only £234.00

DISKS

FOR A LIMITED PERIOD WE ARE SELLING HIGH QUALITY 3.5" SONY BULK DISKS AT ONLY £0.35 EACH

PRINTERS & RIBBONS

STAR LC200 COLOUR	£189.00
CITIZEN 124D	£190.00
OKIDATA LASER 400	£704.00
PHILIPS MNS 1432	£116.00
CITIZEN SWIFT 24	P.O.A.
WITH COLOUR	P.O.A.
PANASONIC KXP/1123	£187.00
OKIMATE 20	£153.00
STAR LC MONO	£140.00
STAR LC/24/10	P.O.A.

RIBBONS

OKI 20 COLOUR	£4.95
OKI 20 BLACK	£4.95
PANASONIC KXP/1124	£4.95
KXP1080/1/2/3	£4.95
JUKI 6100	£4.95
M.TALLY MT80	£4.95
STAR LC10	£4.95
STAR LC10 COLOUR	£4.95
STAR LC24/10	£4.95
EPSON LX800	£4.95
AMSTRAD PMP4000	£4.95

VIDEO SECTION

Deluxe Paint III	£34.95	DigiView Gold 4.0	£88.13	Deluxe Video III	£67.95
Digipaint III	£54.75	Rombo Vidi	£81.00	Amiga Vision	£69.95
Photon Paint II	£23.50	Disney Animation Studio	£82.25	Art Department	£49.95
Spritz	£3.50			Art Dept Pro	£124.95
Icon Paint	£3.50			Art Dept Pro conversion Kit	£59.95
Comic Setter	£23.50	Video Studio	£116.50	Deluxe PhotoLab	£49.95
Can Do	£89.95	Can Dot Pro Pack	£24.95	Scala	£169.95
Elan Performer 2	£74.95	Hyperbook	£39.95		
Scene Generator	£27.95	T.V. Show	£48.95		

AUDIO MUSIC AUDIO

All the latest and best audio and music packages from Mr. Diamond at the keenest prices

MusicX ver 1.1	£59.00
Perfect Sound	£39.00
Audio Engineer	£149.00
MasterSound	£25.00
Quartet	£33.00
MIDI I/F	£26.00
Keyboard	£25.00

LHC Microsales
121 Regents Street
Leamington Spa - Warks
TEL 0926 312155
FAX 0926 883432

▼ OPEN ON SUNDAYS ▼

Diamond Computers
144 Ferry Road
EDINBURGH
Scotland
TEL 031 554 3557

▲ OPEN ON SUNDAYS ▲

Diamond Computers
1022 Stockport Road
MANCHESTER
TEL 061 257 3999
FAX 061 257 3997

Diamond Computers
232 Tottenham Ct Rd
LONDON W1
TEL 071 580 4355
Amiga World downstairs

HOW TO ORDER

Simply telephone through your order, giving your Access or Visa card Number or send a cheque or postal order to your Local Dealer.
All prices include VAT unless otherwise stated.
Next Day Courier Service Delivery **£11.75**
Please allow 5 working days for cheque clearance.
Bankers drafts clear on the same day

All prices are correct at time of going to press but may change without notice.

THE DIAMOND PRICE PLEDGE

"If, whilst buying goods from us, you can show us a better price on the same goods from one of our U.K. competiors then Diamond will match that price.

Even if our prices have increased, we will honour the prices in this advertisment on items in stock as long as you bring it with you.

This PLEDGE applies only to customers producing or relying on this advertisment before the end of the month of publication. It does not apply to competitors prices offered in closing down or stock clearance sales"

Diamond Computers Ltd
84 Lodge Road
SOUTHAMPTON
TEL 0703 232777
FAX 0703 232679

Diamond Computers Ltd
406 Ashly Road
POOLE - Dorset
TEL 0202 716226
FAX

Diamond Computers Ltd
227 Filton Avenue
BRISTOL
TEL 0272 693545
FAX 0272 693223

LAN Computer Systems
1045 High Road
Chadwell Heath -
ROMFORD
TEL 081 597 8851
FAX 081 590 8959

Hobbyte

COMPUTING
ESTABLISHED 7 YEARS

10 MARKET PLACE
ST. ALBANS
HERTS AL1 3DG
TEL (0727) 56005/41396

THE GALLERY
ARNDALE CENTRE
LUTON, BEDS LU1 2PG
TEL (0582) 457195/411281

AMIGA STARTER PACK

1MB AMIGA

Full Amiga 500 pack, WITHOUT Cartoon Classics/Screen Gems software: BUT WITH:
15 disc Hobbyte PD Greats pack, including Virus Killers, the Best Star Trek and other top ten games, Arcade Classics, Board Classics, Best of the Utilities, Home pack including Word Processor, Spreadsheet, Database,
10 blank disks, mouse mat, Joystick

512K AMIGA £299
1 MB AMIGA £325

AMIGA GAMES PACKS

1MB AMIGA

CARTOON CLASSICS OR SCREEN GEMS
Full Amiga 500 pack, PLUS: Lemmings, The Simpsons - Bart v The Space Mutants, Captain Planet and the Planeteers, Deluxe Paint III (Deluxe Paint II with 512K Cartoon Classics)
OR Screen Gems software: Shadow of the Beast II, Back to the Future II, Days of Thunder, Nightbreed, Deluxe Paint II

512K AMIGA £329
1MB AMIGA £349

DP III instead of DP II (1MB only) ADD £40
Screen Gems S/W Pack only £39
Cartoon Classics S/W Pack only £49

AMIGA THE LOT!!

1MB AMIGA

EVERYTHING YOU COULD EVER NEED!!
CARTOON CLASSICS OR SCREEN GEMS GAMES PACK
AS LEFT, PLUS: 10 GREAT INDIVIDUALLY PACKAGED GAMES - previous RRPs £19.99-£39.99 each, phone to choose from current list of 15, or leave it to us! Children's games available.
15 DISC HOBBYTE PD GREATS PACK, including Virus Killers, the BEST Star Trek Computer Conflict, Breakout and construction Kit, Blizzard and other games, Arcade Classics, Board Classics, Shoot-em-Up Classics, Best of the Utilities, Home pack including Word Processor/Spell Check, Spreadsheet, Database
Dust Cover, 10 Blank Discs, Disc Box, Mouse Mat, Microswitch Turbo Joystick

512K Amiga £365
1MB Amiga £389
WITHOUT CARTOON/SCREEN GEMS S/W DEDUCT £20

ABSOLUTE BEGINNERS PACK

4-9 YRS

FULL AMIGA 500 PACK, PLUS:
POSTMAN PAT, SNAP, SNAKES AND LADDERS, LUDO
FUN SCHOOL 2 (specify under 6 years, 6 to 8 years, or 8+ years) AND **FUN SCHOOL 3** (specify under 5 years, 5 to 7 years, or 7+ years)
12 stunning UK educational games with beautiful pictures, exciting animation and music that help to develop number, word and other skills. Up to 6 skill levels. Conform to National Curriculum requirements.
HOBBYTE EDUCATIONAL PACK, featuring up to 12 'Learn while you play' games (varies according to age group)
HOBBYTE 30 EASY CHILDREN'S GAMES,
10 disc pack inc; Train Set Game, Flashbier.
JOYSTICK

512K AMIGA £355
1MB AMIGA £375
ABSOLUTE BEGINNERS S/W PACK.... £55

HOBBYTE EXCLUSIVE

AMIGA FIRST STEPS

EXPANDED EDUCATIONAL/APPLICATIONS PACK
FULL AMIGA 500 PACK, PLUS:
A501 512K RAM expansion
Lets Spell at Home, Music Mouse, Prowrite WP, InfoFile spreadsheet, Deluxe Paint II, Deluxe Print, Music Mouse, LOGO, Talking Turtle, BBC Emulator, 5 BBC programmes, 10 discs, DOs and DON'Ts poster, Resource File, In Pack Video, NAPE Booklet.
HOBBYTE EDUCATIONAL PACK, featuring up to 12 'Learn while you play' games (varies according to age group)
HOBBYTE 30 EASY CHILDREN'S GAMES, 10 disc pack inc; Train Set Game, Flashbier.
JOYSTICK ~~£525~~*

***STOP PRESS - 'FIRST STEPS' NOW £449**

DP III instead of DP II (1MB only) ADD **£40**
FIRST STEPS SOFTWARE UPGRADE PACK £149

AMIGA 1500/2000

Full UK spec, latest version with 1MB RAM, mouse, expansion as B2000, manuals and operating discs, available as:

A1500/2000 PLUS:15 DISC HOBBYTE PD GREATS PACK including Virus Killers, the BEST Star Trek, Computer Conflict, Breakout and construction Kit Blizzard and other games, Arcade Classics, Board Classics, Shoot-em-Up Classics, Best of Utilities, Home Pack including Word Processor/Spell Check, Spreadsheet, Database.

	Without monitor	With 1084SDI monitor
DUAL DRIVE	519	729
SD + 2091/52 MB QUANTUM HD	829	1039
SD + 2091/52 MB QU HD + 2MB	889	1079
SD + 2091/100 MB QU HD	949	1139

A1500/2000 PLUS: A1500 SOFTWARE PACK including The Works, Platinum database, WP, Spreadsheet, Deluxe Paint III, PLUS EITHER: Sim City, Populous, Their Finest Hour, Battlechess, A-Z of Computer Jargon, 'Get the most out of your Amiga', **OR:** Puznik, Toki, Digita Home Accounts, Amiga Book.
PLUS: 15 DISC HOBBYTE PD GREATS PACK AS ABOVE

	Without monitor	With 1084SDI monitor
DUAL DRIVE	649	859
SD + 2091/52 MB QUNTUM HD	949	1159
SD + 2091/52 MB QU HD + 2MB	1049	1229
SD + 2091/100 MB QU HD	1079	1289

A500 TO 1500/2000 TRADE IN

Dual Drive, with Hobbyte 15 Disc PD Greats Pack,
but without A1500 software pack or monitor £399
As above with A1500 S/W pack £479
As above with A1500 S/W pack plus 1084 SDI £679

Single Drive plus 52MB Quantum Hard Drive and 2091 controller, with Hobbyte 15 Disc PD Greats Pack,
but without A1500 software pack or monitor £699
As above with A1500 S/W pack £799
As above with 1500 S/W pack plus 1084 SDI £999
As above with 1500 S/W +1950 + Flicker Fixer £1299

A500 PROFESSIONAL PACK

Full A500 pack, without Cartoon Classics/Screen Gems software,
BUT WITH A1500 SOFTWARE PACK:
THE WORKS PLATINUM- professional database, WP, Spreadsheet Deluxe Paint III, Populous, Their Finest Hour Battlechess, 'A-Z of Computer Jargon', 'Get The Most From Your Amiga',
PLUS: 10 BLANK DISCS, LOCKABLE DISC BOX, MOUSE MAT, JOYSTICK, DUST COVER

1MB AMIGA £449
1MB AMIGA PLUS
CITIZEN 24 PIN BLACK/COLOUR PRINTER £715
SCREEN GEMS OR CARTOON CLASSICS SOFTWARE £39 EXTRA

A3000 WITH 1950 MONITOR OFFER

PRICES EX VAT
A3000 25/40 25 MHz, 40 MB HD, 2MB RAM, 1 x 3.5" 880K floppy, keyboard **£1989**
A3000 25/100 25 MHz, 100 MB HD, 2MB RAM, 1 x 3.5" 880K floppy, keyboard **£2199**
4MB static RAM for A3000 £279

PHONE FOR DETAILS OF 1950 OFFER
A3000 Trade in price as above less £150 - £200. Please phone.
Please see under "Extras" for additional expansion

CBM CDTV

A revolutionary new concept in home entertainment and education. Amiga based with a professional CD system and infra-red remote control unit, it is similar in appearance to a VCR and simply connects to your television (and your hi-fi system if you wish) for incredible interative multimedia sound and graphics effects. The CBM CDTV plays:

STANDARD CD AUDIO DISCS:.
CD+GRAPHICS DISCS: Display on-screen graphics as accompaniment to CD audio track.
CD KARAOKE DISCS: With CD audio backing, the words displayed on the TV screen, mixer unit and stereo microphone, you have your own high qulaity Karaoke system for a fraction of the normal commercial cost.
CD MULTIMEDIA TITLES: Similar to computer games and educational titles but better. CDs have a massive 540MB storage capacity. Contolled by user via remote control unit.

CDTV SYSTEM **£599**
INCLUDES: CDTV player, infra red remote control unit with batteries, Hutchinsons Enclyclopaedia inc 25,000 entries, 7,000 biographies, 250 tables, Lemmings - top selling game, Welcome disc, disc caddy, manual, cables.

CDTV KARAOKE

CDTV KARAOKE SYSTEM **£699**
As above, complete with Sony Stereo Microphone, Mixer Unit, leads, plus any one Karaoke disc, containing 18 top Karaoke titles.
CDTV PROFESSIONAL KARAOKE SYSTEM **£999**
As KARAOKE system above,
PLUS any TWO Karaoke discs, containing 36 top Karaoke titles,
PLUS a pair of high quality Bose Lifestyle Roommate Speakers and leads, (30W rms full range powered speaker system) for truely professional sound.
Telephone for full list of CD+G, Multimedia and Karaoke Titles

EXTRAS inc VAT

Star LC200 colour printer with leads £195
Star LC24-200 colour printer with leads £289
Citizen Swift 9 pin colour printer with leads £189
Citizen Swift 24 pin colour printer with leads £274
Commodore 1084SDI or Philips 8833 MkII Stereo colour Monitor, + leads £229
Second external 3.5" drive with daisychain through port and disable switch £47
PC 880 anti-clickext. drive £55
A501 The Official CBM 512K RAM exp £44
512K RAM Expansion + Clock £29
1.5 MB RAM Board (needs KS 1.3) £75
GVP A500 50 MB HD+2MB £619
AT once AT Emulator for A500 .... £199
A590 20MB Hard drive £264
A590 20MB Hard drive + extra 2MB £319
A590 52MB Hard drive £399
A590 52MB Hard drive + 2MB £469
10 blank discs 100% guaranteed with PIN no in box £6.99
50 blank discs 100% guaranteed with PIN no £16.99
Rendale 8802 Genlock £145
G2 Genlock for 2000/1500 .... £570
A2300 internal genlock for 2000/1500 .... £99
A2088 XT Bridge Board, 640K, MS DOS 3.3 + 5.25" drive, for 2000/1500 .... £139
2286 AT Bridge Board £569
A2058 8MB RAM exp board, populated to 2MB, for 2000/1500 .... £199
8UP 8MB RAM exp board, pop to 8MB for 2000/1500 .... £349
A2630 68039 card, populated to 2MB for 2000/1500 .... £999
Microway Flicker Fixer for 2000/1500 .... £125
A2091/52MB Quantum Autoboot HD for 2000/1500 .... £349
A2091/100MB Quantum Autoboot HD for 2000/1500 .... £499
A1950 high res col. monitor for 2000/1500 (needs Fl. Fix.) and 3000 .... £399

ORDERING:

TELESALES NO: (0727) 56005
Next day delivery for credit card orders placed before 4.00pm subject to availabilty. Alternatively send cheque, postal order, bankers draft or official order (PLCs, Education and Government bodies only) to; **Dept. AF, Hobbyte Computer Centre, 10 Market Place, St. Albans, Herts AL3 5DG.** Please allow 7 working days for cheque clearance. Subject to availability, despatch is normally within 24 hours of receipt of cleared payment. Prices are correct at time of going to press, however, we are sometimes forced to change them, either up or down. Please check before ordering.

DELIVERY CHARGES: UK Mainland (not Highlands)

Small comsumables & software items	Despatched by post, please check charges when ordering
Other items, except lasers	Next day courier service, £10 per box
Laser printers	Next day courier service, £17.50
Offshore and Highlands	Normal rate plus £20 + VAT per box

In addition we offer the following express services:

Saturday deliveries	Normal rate plus £10 + VAT per box
7am to 9am next day	Normal rate plus £10 + VAT per box
Am next day	Normal rate plus £5 + VAT per box

NO DEPOSIT CREDIT FACILITIES (UK mainland)

Credit terms at 34.8% APR (variable) can be arranged for puchases over £150, subject to status. Competitive leasing schemes are also available for businesses, including sole traders and partnerships. Just tel for written details and application form.

CBM 1084SDI OR PHILIPS 8833 COLOUR MONITOR, LEADS (WITH ANY PACK) **£219**
CITIZEN SWIFT 24 COLOUR, PRINTER, LEADS (WITH ANY PACK) **£269**

COMMODORE PREMIER DEALER

Hobbyte proudly announce this highest CBM accolade, awarded to only the top few dozen CBM dealers offering the best in expertise and support. **All Amigas full UK versions.**

TELE-ORDER (0727) 56005

CALLERS WELCOME AT OUR BRANCHES **OPEN 9-5.30, Monday to Saturday** Amiga prices, except where stated are inc. VAT. E.&O.E.

Game Busters

Ah well. The summer's almost over and the winter evenings are drawing in. Soon you'll be huddled up next to your machine playing the latest games to help keep out the autumn chill. But if you're still stuck on your last game, you'll be needing some help to battle through them. Aha! **Maff Evans** and his Tipsters! The very chap to sort out all of your gaming problems...

Winners Box

Another doubling up for the first prize this month. Ross Franklin from Surrey and Matthew Sumner from Wiltshire snap up the two £50 Gamebusters vouchers for their combined hints and maps for *Indiana Jones*. Well done chaps! Your prizes will be on their way soon.

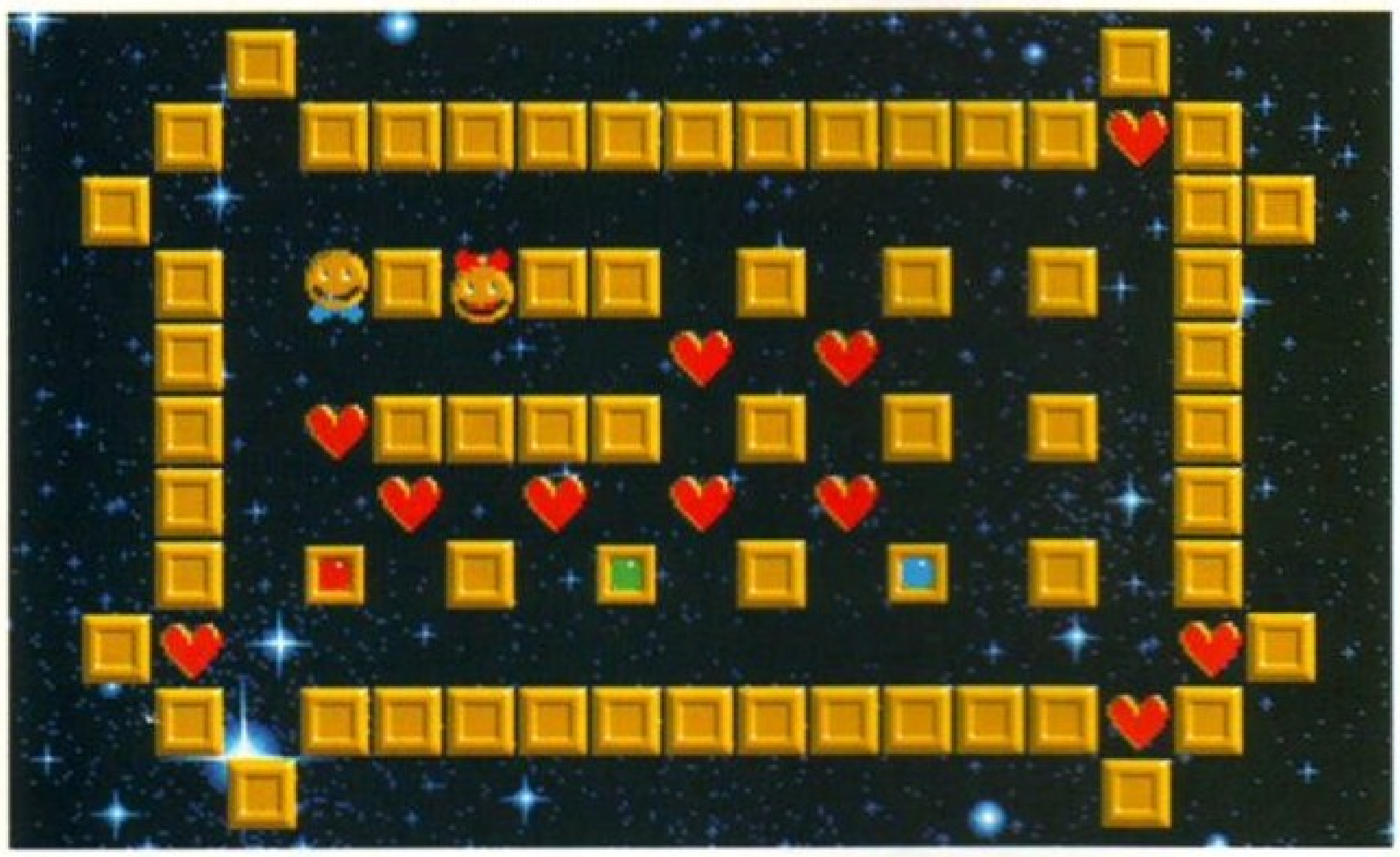
Unfortunately, there was only one answer letter in Helping Hand this month, so there's a £25 voucher off to Paul Netherton. This month's Helping Hand, though, should give you all plenty to work with, so get those answers in!

If you've got any maps, solutions, hints or cheats, then why not try and win yourself a prize! Send them in to:

GAMEBUSTERS
Amiga Format
30 Monmouth Street
Bath BA1 2BW

THE POWER

After giving you a playable demo of this addictive puzzler – and a pretty favourable review to boot – it seems about time we gave you a set of codes to help you through!



Level	Code	Level	Code	Level	Code
		17	PIXXEL	34	OQZAYB
		18	EUROPE	35	ELTRIC
2	LEVEL2	19	NEWTON	36	187293
3	VISUAL	20	FREEZE	37	QROVVY
4	COWBOY	21	LAUNCH	38	DOUBLE
5	URGENT	22	M7MS49	39	ROLLER
6	OOPSUP	23	GALVAN	40	CLOSET
7	TOPTEN	24	KLOWWM	41	SLOWLY
8	D14DH7	25	INDIGO	42	BISNEZ
9	ASDFGH	26	JINGLE	43	124816
10	SOLONG	27	JOGGER	44	TARGET
11	SURFIN	28	INSIDE	45	ANZING
12	RACKET	29	5P25PS	46	VOHDOH
13	BULLIT	30	KNIGHT	47	Z97531
14	QRAZZY	31	HINOON	48	WOODIS
15	36F6FR	32	NOBODY	49	Y2X3W5
16	UNLINK	33	GOODIE	50	XUQZOX

There are more levels to complete after stage 50, but you aren't given any codes to allow you to jump any further.

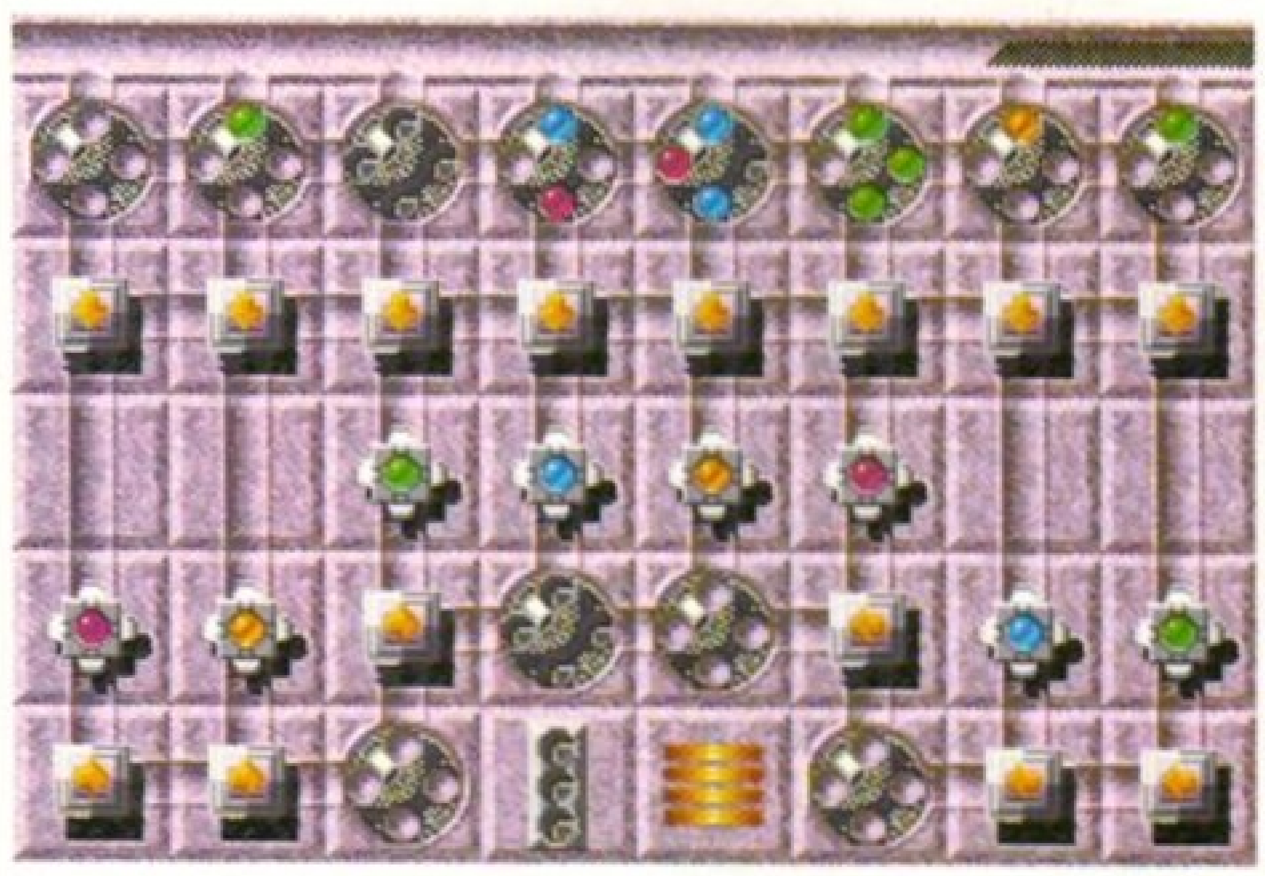
Simon Westwood,
Newark, Nottinghamshire

LOGICAL

Is this game too mind-taxing for you? Can't work out how that gate is supposed to help you solve the screen? Maybe the levels are just getting too dull! Never mind, you can always design yourself some new ones. How? Simple. Just read on...

To get to the screen designer you need a code. What is it? Well just enter THE FINAL CUT (including spaces) and you will be able to put together your own puzzles.

Adam Chapman,
Coulby Newham, Middlesbrough



LED STORM

Anyone remember the cheat for *Strider*? If you do, then you'll already have the cheat for this budget re-release. What's that? You don't remember the cheat? I suppose I'll have to tell you what it is.

Start the game as normal and pause it by pressing F10 once the intro sequence is over. Now press and hold down Help, Left Shift and 1 on the keyboard. Press F9 to continue the game and you will be able to use F1 to F5 to skip levels. Pressing the number keys 1 to 5 to jump to various stages within a level.



Anthony Hodge
Houghton-le-Spring
Tyne and Wear

Indiana Jones £50 and the Last Crusade

THE UNIVERSITY

To begin with, go into the University and talk to Marcus Brody. It's worth having a go in the boxing ring because Indy will have to do a fair amount of fighting once he gets to Castle Brunwald. Go into the classroom on the right, where there are a lot of students demanding to see you. Talk to the students and you will end up in your office.

Go to the desk and remove the letters, junk mail and papers until there is only a package left. Open the package to reveal the Grail Diary, then leave through the right-hand window. After going with the men in the car, go to Henry's House.

AT HENRY'S HOUSE

Remove the plant on the left and the table cloth to reveal a locked chest. Go into the bedroom and pick up the crooked picture from the wall. This is used later on in Castle Brunwald.

Pull the bookcase until it falls on the floor and use the look option until you find a piece of sticky tape stuck to the back. Pick the tape up, then climb out of the window and go back to your office. Use the sticky tape with the jar of solvent until you find a small key. Go back to Henry's House and use the key to open the chest, where you will find an old book. Once you've the book it's time to travel to Venice.

IN VENICE

Go out of the library and up to the Piazza. Go up to the blonde couple on the left, look at the wine bottle and pick it up. If you look at the bottle first, the man won't mind you taking it. Go back to the fountain and fill the bottle with water. Then its back to the library to look for three books. This is where to get them:

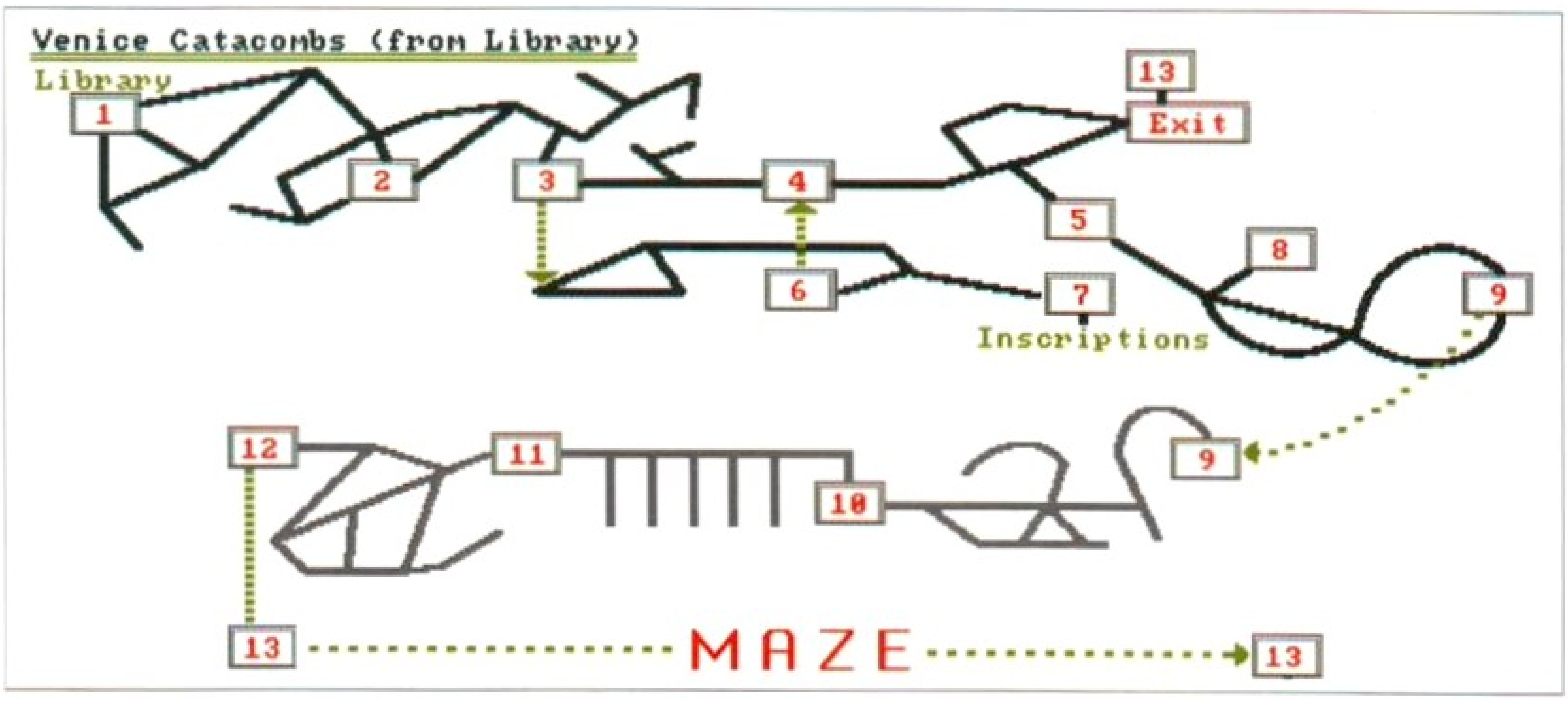
Book 1 – "How to Fly a Biplane"
From the library entrance, go down to the lower left stacks. The book is on the second shelf up at the left-hand end of the stack.

Book 2 – "Mein Kampf"
Go to the left and carry on to the lower left stacks. "Mein Kampf" is the only book in the entire stack which is leaning.

Book 3 – "Secrets of the Roman Catacombs"
Go left once more and down to the lower stacks. The book you want is among those in the right-most section. Look on the second shelf up at the right-hand end of the shelf.

Now go to the right until you reach a room with a cordon barrier in front of the stained-glass window and pick up the red cordon and the metal post. Now you need to get into the catacombs, so this is how it's done:

Open the Grail Diary and make a note of what the window looks like (it might be worth making a sketch so that you can recognise it).



Also note down the inscriptions on the pillars to each side of the window. Open the Diary again to read the words written under the window. Left refers to which of the two inscriptions is relevant and first, second or third refers to which number slab you need. Use the metal post to break open the correct slab and you will be able to enter the catacombs. Refer to the map and each room that is labelled as you come to it.

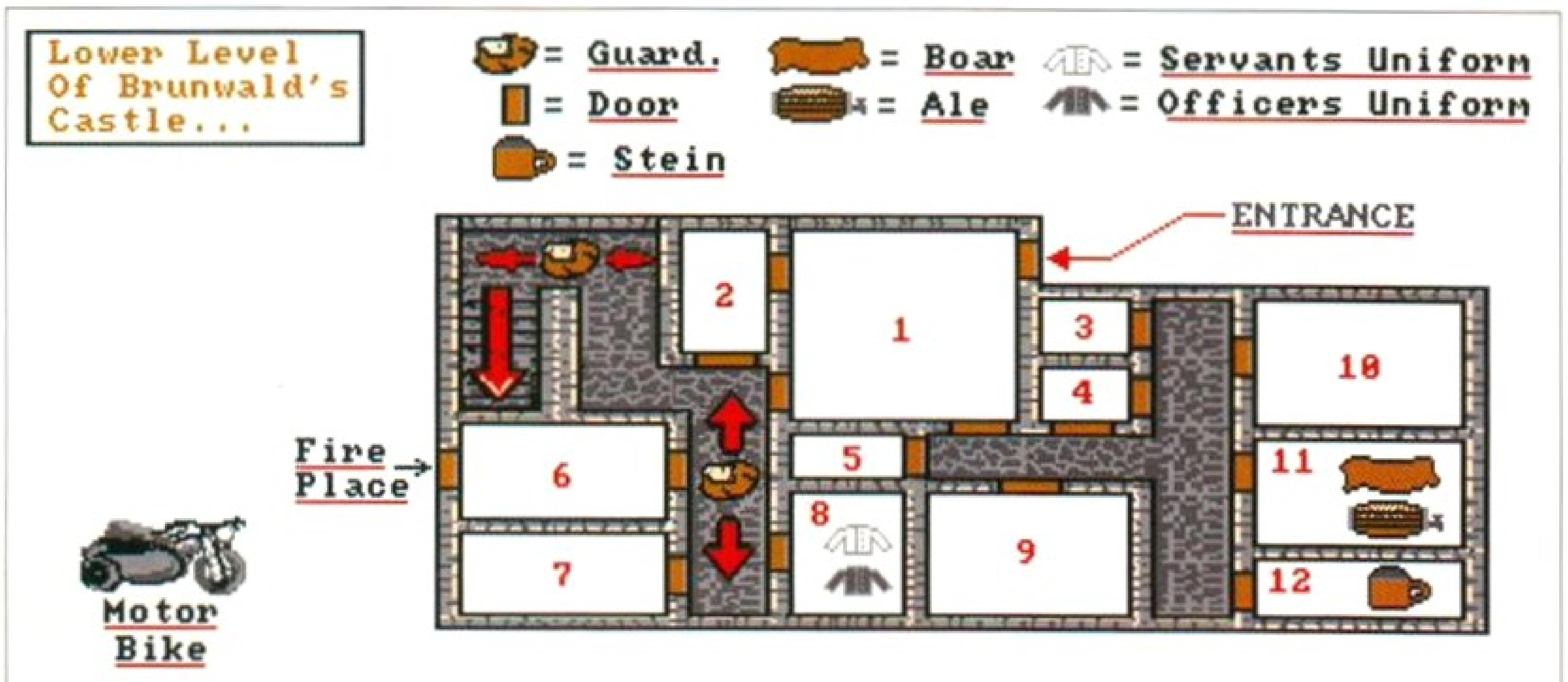
IN THE CATACOMBS

From the entrance go to room number two and pick up the skeleton's arm to get a hook. Now go to room three and use the wine bottle with the torch to loosen the mud. Pull the torch and a trap-door will open, making you fall through the floor. Go to room seven and cross the bridge to enter the next room. Read the inscriptions and note down any useful information. Go back to room seven and stand to the left of the bridge, use the hook with the wooden plug, then use Indy's whip with the wooden plug. This will drain the water from room five above.

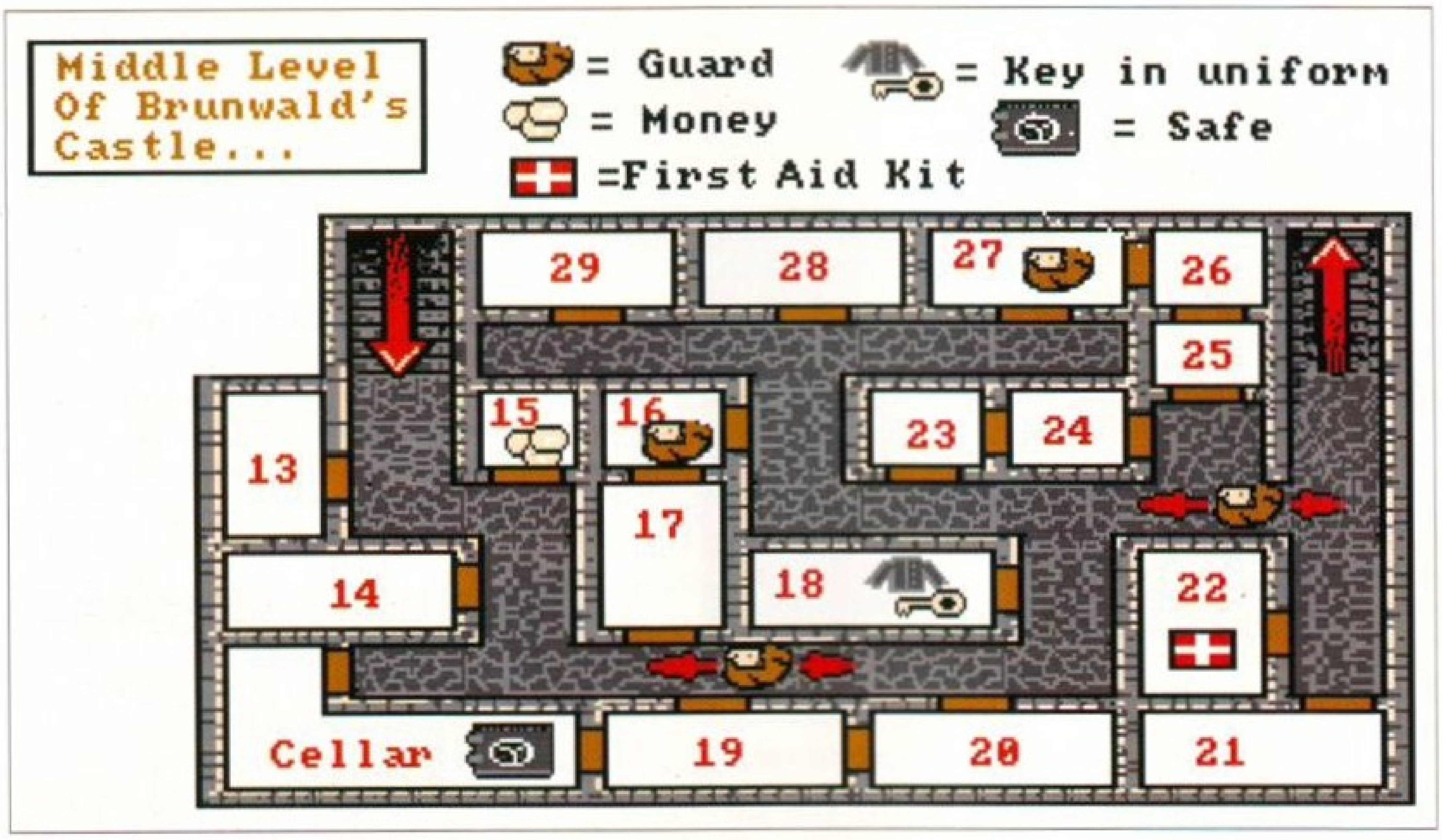
Next, go to room six and climb the stairs to get back to the first level. Go to room five (which now has the drained lake) and go through the tunnel to room eight. Use the red cordon with the machine and turn it on once by using the wheel. Leave the room and go to room nine, where the wooden door and the statues are. Look at the Grail Diary to get the correct statue sequence and push them in the correct order to open the door.

Go to room 10, where there should be a bridge (if you used the machine in room eight correctly). Cross the ravine and go through room 11 and into room 12. Here you need to play the skulls like a piano in a set sequence, so look at the Grail Diary to find the correct sequence. When you play the right tune, a door will open leading to a passage. Go through the passage to get to a maze. The maze is really trial and error, but you want to be heading to the right as much as poss until you reach the room at the righter-most end of the maze.

You should now be in room 13. Open the casket and look at it, noting down all the important information. When you've got all



This may seem like a pretty old game to print tips on, but there have been a lot of letters sent in pleading for help on this neat adventure game. So fret no longer, dear readers! Here is all you'll need to win through to the bitter end!



you need, leave by opening the rusty lock, then open the manhole to get back to the Piazza. Marcus and the blonde girl will be waiting and will take you to Castle Brunwald.

CASTLE BRUNWALD

Go in via the grating and into the castle. Tell the butler that you are Lord Robert McFalfa and that you are there to inspect the tapestries. Ask the butler whether the castle has tapestries and then punch him.

Go right, onto the next screen, and go down into the storage room (room 8). Get the servant's uniform and go back out of the room. Tell the guard outside that you are there to talk with the prisoner and that you are Dietrich's successor. Say that he is looking for information, then go north.

Tell the German at the steps you are selling jackets and that you have already obtained authorisation. Sell him the jacket for 15 marks, then go up the steps and find the room with a chest. Open the chest and pick up the 50 marks found inside. Put on the servant's uniform and after conversing with the first guard on the second floor, give him the painting.

Go east and into the room with a smaller chest (room 18). Look in the chest, pick up the uniform and look at it. Carry on along the hall until you meet another Nazi guard, who you must fight. If you're hurt there is a medical kit to the south which you can use.

Put your normal clothes back on before you go down to the first floor, where you should make your way back to the front hall. Find the room with the drunken soldier (room 12) and accept the stein from him, then go to the kitchen (room 11) which is nearby. Fill the stein from the keg and walk to the roasting boar. Tip the ale onto the hot coals and take the boar once the vapour clears. Refill the stein and go back to the storage room.

Use the key found in the uniform from the chest to open the clothes lock. Pick up the grey uniform and go up to the third floor. Put on the grey uniform and insult the guard until he lets you through. Walk into Vogel's room (room 33) and give the roast boar to the ravenous dog. Open the drawer and get the pass and the trophy. Go to the kitchen and fill the trophy with what's left in the keg.

Go down to the second floor and find the alarm room (room 29). Go inside and give the "Mein Kampf" book to the guard. Walk over to the security system and use the stein on the grating, then leave the room. Go to the art room and push the painting-by-numbers Mona Lisa. Open the safe and look closely at the picture – you'll need to remember it later on.

Go back to the third floor, give Riff the Nazi the trophy, then punch him. Find the room with the blue couch and take the key hanging on the candle holder. Next, you'll need to find the room with wires on top of it. Go to the cabinet and take the 75 marks in there. If you can't find the money, look in the adjacent rooms. When you leave the room, Vogel will capture you, so give him the Grail Diary. It's a good idea to save the game here!

Push or pull the chair you are on until you are under the axe. Get the positioning right or it's curtains! Push the suit of armour and if you're in the right place the axe should free you. If you're not, then reload your position. Get up from the chair and push the left statue on the fireplace. Walk through the fireplace and get on the motorcycle and sidecar.

When in Berlin, give Hitler your unsigned pass and get a ticket for the Zeppelin. Get Henry to chat to the man at the airport while Indy steals his ticket. Board the biplane and read the instruction book to find out how to fly it. When you get shot down and land on the farm, use the civilian car to get away (the Nazi one hasn't any fuel). Give the border guards your Hitler-signed pass and save the game!

THE GRAIL TRIALS

Once you reach the Grail Temple, go inside.

First Challenge

Look in the Grail Diary (the one supplied with the game) and find the picture with an X on it. Click on the same place on the screen.

Second Challenge

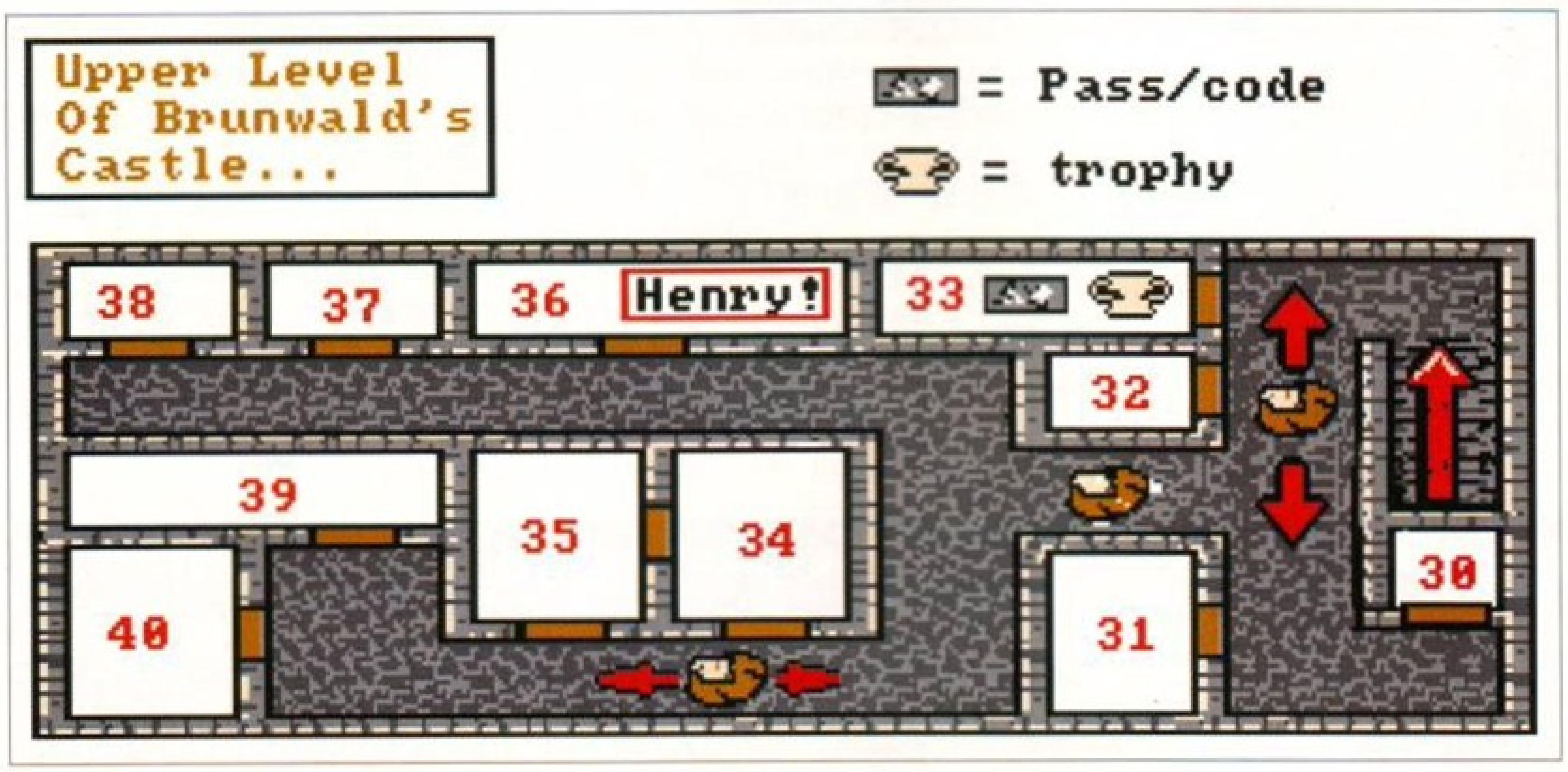
Look at the top of the screen and walk on the letters that spell God.

Third Challenge

Click on the required point on the other side of the chasm.

The Knight and the Grail

Use the clues found earlier on to detect the real Grail, pick it up and fill with Holy Water and use it to save Henry before returning it to the Knight. You will now have won the quest!



**Gamebusters from:
Ross Franklin, Woking, Surrey and
Matthew Sumner, Marlborough, Wiltshire**

Helping Hand

Maff Evans kicks off yet another forum for all those frustrated games players having difficulty with their favourite Amiga past times.

To cheat, or not to cheat?

Neil Millard from Salisbury in Wiltshire and Jim Wingham from Saltburn by the Sea in Cleveland are two of the latest people to get in touch about the *Elite* cheat. Unfortunately, this is a pretty tricky problem. The original Amiga version of *Elite*, which was released about three years ago, did indeed feature a cheat to allow you to enter a hacking screen. However, now the game has been repackaged and updated to work on new machines and the SARA cheat is no longer present. The cheat will only work if you have one of the old batch of copies, so if you've got the new version of the game, then I'm afraid you're a bit stuck. Sorry!

Pot luck

I'm having problems with the playing map that you printed on *The Secret of Monkey Island*. My main difficulty is picking up the pot in the kitchen to use for a helmet in the circus. Every time I try, the pot burns my hand. When I try to turn the stew off it says, "I'd better not do that".

I think that most readers have probably had this problem, so could you please rectify this and help send me the true way.

Anthony Stephens,
Berry Hill, Gloucestershire

To tell the truth, I don't actually think that most readers have had this problem, – not according to the phone calls I've had. The problem you've got is that you haven't looked around the kitchen properly! The stew-pot has nothing to do with the solution at all, so leave it alone. The pot you need is the one with a head cheese in it, which can be found under the table against the back wall. You'll have to be more observant in future!



Ignore the pot of stew bubbling on the stove! You need the one under the table, as shown above.

There are a couple of problems that people have found however, which can be corrected right now! When you want to fight the Swordmaster on Melee Island, you don't really have to search through the forest. You can go to the shop and tell the shopkeeper that you want to see the Swordmaster. When he leaves the shop, quickly follow him and he will show you the way.

Another problem readers have come across was in printing the recipe for the magic stew. Instead of using the piece of paper with the pot, use the cereal and the ink with the pot instead. Sorry! The message got a bit mixed up in the transcription!



Staff shortage

I have bought *Seven Gates of Jambala*. Please could somebody help me on the staff, where you can put the several pieces of the magic wand together.

Mark Hopkins,
Wigan, Lancashire

Ooh, this is a pretty old game. In fact it's so old that no-one around here can remember how to play it properly! If you've got the solution to this problem, then send it in to Helping Hand and earn yourself some money!

Fire in the hold

Please could you show me a cheat for *Persian Gulf Inferno*, because I always seem to run out of ammunition and hits.

Ian Donaldson,
Brightlingsea, Essex

Hmm. Not a game that we've ever seen in the Amiga Format *office, because it was a bit before our time. Does anyone else remember the game? Maybe you've played it enough to put together some tips. If you reckon you've got something useful then send it in to* Helping Hand *at the usual address. The prize money is here and waiting...*

£25

Zombie holocaust

Well you asked for it and so now you're going to get it! What I hear you ask – the *Nightbreed Interactive Movie* cheat of course! Press P to pause the game, then type RISEN FROM THE DEAD for infinite lives.

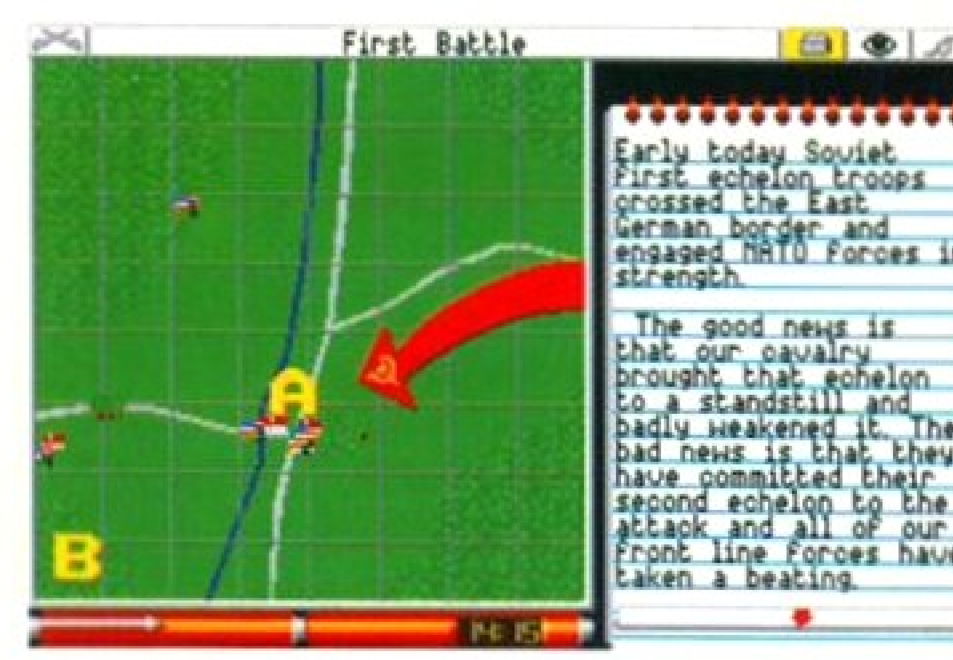
Paul Netherton,
Deal, Kent

At last! A reader reply for the issue! Now that we've published a hint for both versions of Nightbreed *everyone should be happy. Phew! What a relief!*

On the winning team

Recently I purchased *Team Yankee* and managed to complete scenario one, but I am firmly stuck on scenario two. I wonder if you can help or maybe one of your readers can?

L Ellis,
London E3



I'm afraid that we haven't any information on how to beat the Team Yankee *scenarios at all. Hopefully someone reading this column will be able to help you out with some hints, though. Well, faithful viewers, how about it?*

Well, the answers to last issue's questions weren't forthcoming, were they? Only one letter replying to a plea. Still, Paul wins a £25 Helping Hand voucher for his *Nightbreed* tip, so at least someone's happy.

Now then you lot, there's plenty of fuel for you Gamebusting-type people to get your teeth into, so I shall be expecting some letters in from you soon!

The sequel

Fans of Amiga games should keep an eye out! Due to the success of the last *Screenplay* book, our very own Maff Evans will soon be putting a new one together, containing a whole new set of mini-reviews, hints, tips, cheats maps and solutions. The book will not only cover the latest releases, there will also be a few old classics for you more experienced games players.

Barring hurricanes and alien invasions, *Screenplay 2* should be available towards the end of the year, so serious game freaks should have their cheque-books at the ready!

If you're stuck on a particular game or have a solution to a letter printed in the magazine then write it down and send it in to us at HELPING HAND, AMIGA FORMAT, 30 MONMOUTH STREET, BATH, AVON BA1 2BW.

WE'VE GOT THE POWER!..

YOUR LOCAL SHOP..................IN LONDON!

FOLD HERE

AXE DIRECT LTD

Cartoon Classics Pack 1Mb only £369.99 inc. VAT
Basic Amiga Pack only £299 inc. VAT (No Software)

MAIL ORDER
61 Gainsborough Rd, Finchley, London, N12 8AA

VISIT OUR SHOP!

Power Station Computers, 14 Station Road, Finchley, London N3 2RY

It's right by Finchley Central Tube Station so now you can try our products before buying! - our trained and friendly staff will be pleased to demonstrate any product

IMPORTANT ALL machines are tested prior to shipping

AXE POWER PACK 1 Its your CHOICE! You CHOOSE your own chart hit

(A) CARTOON CLASSICS

Including 1Mb disk drive, TV modulator, 4096 colours, multi-tasking, speech synthesis, Amigabasic, 4 channel stereo, mouse, 3 operation manuals, Workbench 1.3, tutorial disk, all cables, notepad w/p.
PLUS The Simpsons, Captain Planet, Lemmings
Plus 10 great games (see pack 1B for details)

PRICE SMASH

AXE POWER PRICE only £329

(B) CARTOON CLASSICS 1Mb, includes:

Pack A PLUS the official Commodore 1/2Mb upgrade complete with battery backed up clock, protective metal casing. Does not invalidate warranty. 1 year Commodore warranty.

PLUS 10 GREAT GAMES
Datastorm, Dungeon Quest, Grand Monster Slam, Kid Gloves, Powerplay, RVF Honda, Shufflepuck Cafe, Microprose Soccer, Tower of Babel, E-motion.

OR POWER UP - The ultimate compilation including: Rainbow Island - Format Gold & all time favourite Altered Beast - 60-70% review
X-Out - 70-80% review
Turrican - 85-90% review
Chase H.Q. - 80-90% review

Deluxe Paint III PLUS Mouse mat AND Joystick AND Dust cover

AXE POWER PRICE only £385.99

(C)

Pack B with chart game of your choice (up to £26)
e.g. PGA Tour Golf, F19, R-Type 2, F15 etc.

AXE POWER PRICE only £399

SCOOP! MONITOR POWER

NEW PRICE

COMMODORE 1084SD

- Green screen facility
- 14" RGB & CVBS
- colour monitor
- 80 characters x 25 lines
- Stereo sound output
- Amiga compatible
- Earphone/headphone socket
- Free leads

RRP £300.00
THE COMMODORE MAGIC at the AXE Scoop!
POWER PRICE of only £244.99 inc. VAT

PHILIPS 8833 MK11 UK VERSION

Featuring:
- 14" screen
- 80 column display
- Stereo
- Amiga compatible
- 600 x 285 pixels
- Free lead
- RGB/A1, TTL comp/ video & stereo audio inputs
- Retractable foot
- Twin speakers
- Earphone jack socket
- Free dust cover
- FREE 1 year on-site maintenance

RRP £310.48
AXE Scoop! POWER PRICE only £239.99 inc. VAT

AXE POWER PACK 2

PRICED TO SELL — SMASHED PRICES

PHILIPS 8833 MKII COLOUR MONITOR

With Pack (1A) AXE POWER PRICE only £569
With Pack (1B) AXE POWER PRICE only £619.99
With Pack (1C) AXE POWER PRICE only £633.99

PRINTER POWER

NEW PRODUCTS — NEW PRICES

All Citizen printers carry a full 2 YEAR WARRANTY

Item	Price
Citizen 120D 9 pin, 120cps, NLQ, 80 col	£149.99
Citizen Swift 9, colour, 213cps, NLQ, 80 col, 4 fonts, includes colour kit	£189.99
Citizen Swift 24 pin, colour, up to 160/50 cps. NONE BETTER inc. colour kit	£289.99
Citizen Swift 124D letter quality, 24 pin, dot matrix work horse (no colour option)	£209.99
Citizen Swift 9 & 24 colour kits. Transform your dull mono model into FULL COLOUR	only £34.00
Commodore MPS1270 Inkjet 160cps - very quiet	only £169.99

HEWLETT PACKARD PAINTJET (includes 1 year on-site maintenance)
3630A quality colour graphics - 8 primary colours and thousands of shades and hues - fast N.L.Q. text - 167 c.p.s. @ 10 pitch - disposable print cartridge - 100% Amiga compatibility! Backed by ONE YEAR HEWLETT PACKARD WARRANTY UNBEATABLE QUALITY.
RRP £1170 AXE POWER PRICE inc. VAT £789

AXE POWER PACK 3 AMIGA 1500 - ITS GOT THE POWER

From £599.99 without software

2 year warranty on our Quantum Drives

Latest Commodore Amiga 1500 comes with 1Mb of RAM (possible expansion to 9Mb) and 2 x 3.5" 880Kb internal drives, detachable keyboard and mouse. Accepts all Amiga 2000 peripherals and is upgradable to full IBM compatibility!
PLUS The Works - platinum edition. An integrated word processor, database and spreadsheet. It's all you need! PLUS Populus + Promised Lands and Sim City + Terrain Editor (2 real classics worthy of any collection). PLUS Battlechess. The Grandmaster classic. PLUS Their Finest Hour. Battle of Britain fighter pilots are having a hard time - now it's your turn!. PLUS Deluxe Paint III - The ultimate art package - it's worth buying your 1500 just for this!. PLUS A-Z of computer jargon PLUS 2 introduction books "Get the most out of your Amiga" and official manual.
NEW At Once (with adaptor), PC Emulator - run an IBM PC alongside your Amiga. Only £249.99

THE ULTIMATE PACK AXE POWER PRICE INC. VAT

without monitor	£639.99
with Philips 8833 Mk II	£879.99
with Commodore 1084S	£869.99
or with dust cover	£889.99
52Mb Quantum Drive	£369.99
105Mb Quantum Drive	£475.00

PERIPHERAL POWER

Item	Price
Commodore A590 20Mb hard drive LOW PRICE	£279.99
Plus extra 2Mb fitted - does NOT affect warranty	£369.99
AT Once for A500 - PC Emulator (brilliant)	£189.99
SQuick Mouse (microswitched)	£19.99
Printer stand with wire paper tray	£19.99
Astra Pack (10 great games)	£29.99
Unbranded disks 40 plus 40 cap lockable storage box	£24.99
KCS Board	£219.99
Sony branded 20 x 3.5" with Sony box - very compact	£19.99
Control centre - aluminium - space for drive - monitor platform NEW	£39.99
Rendale Genlock 8802 with FREE switch box	£184.99
Replacement power supply	£39.99
Quickjoy TOPSTAR (for professionals) - microswitches, autofire	£21.99
Quickjoy JETFIGHTER - 6 microswitches - autofire - speed control - smooth	£13.99
Konix Speedking - brilliant - autofire - The Best	£12.99
Mastersound - the ultimate in low cost sampling inc. over sampling 2 s/w	£34.99
Nintendo Super Famicom Scart Version	£199.99
Sega megadrive - English or Japanese - plus great games from	£129.99
Excellence 2 - great word processor - great reviews	£94.99
Dust cover for 1500. Covers monitor, CPU & keyboard	£14.99
Tilt 'n' Swivel monitor stand with position locking	£17.99

EXPANSION POWER

RECOMMENDED — PRICE BREAK

3.5" external drives £54.99
Very quiet, slimline design - suits any Amiga. On/off switch, 880K formatted capacity - extra long cable. Also durable metal case.

512K memory expansion with clock .... only £32.99
CBM A501 official 512K expansion £44.99
1.5Mb Pop. RAM board £99.99
Call for further details

ALL PRICES INCLUDE VAT

Authorised dealers for Commodore, Atari, Amstrad, Citizen, Star, Panasonic, Supra, Sega, Hewlett Packard

ORDERING POWER It's so easy!

24 HOUR SALES POWER HOTLINES

VISA — AMERICAN EXPRESS — Access

081 343 0419 (6 lines)

HOW TO ORDER

By phone 081 343 0419

By fax It's fast 081 446 6422

By post: make cheques, bankers drafts, postal orders or building society cheques payable to AXE Direct Ltd.

Allow 5 working days for personal cheque clearance.

DELIVERY: UK MAINLAND ONLY. THE AXE POWER SERVICE

Next day delivery only £10.00 inc. VAT
3-5 day only £6.00
P&P under £100.00 only £2.50
P&P over £100.00 only £4.00

SPECIAL WEEKEND DELIVERY WITHIN M25 ONLY £15.00

Please have your credit card ready when ordering for easy reference. Thank you

OPENING HOURS:
Mon-Fri: 8.30am - 7.30pm
Saturday: 9.00am - 6.00pm
Sunday: (shop) open 10.00am-1.00pm

E.& O.E. Prices are correct at time of going to press, and include VAT but subject to change, as we are sometimes let down by suppliers. Call AXE first.

AXE DIRECT LTD PRICE...POWER...PERFORMANCE

Name (Mr, Mrs, Ms) ____________________
Address ____________________
____
____________________ Postcode
Credit Card (Please circle) Card No. ____/____/____/____
Signature ____________________ Expiry date ____________

PLEASE SEND ME	PRODUCT	PRICE	QUANTITY	POWER PRICE

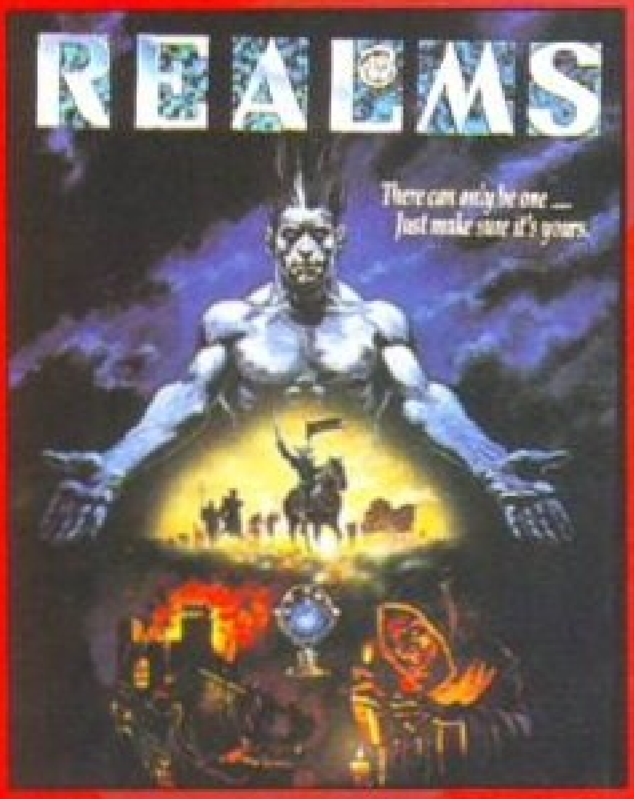
All products are sourced from the UK - no grey imports - SO rest easy with your official UK warranties.

Carriage
Total Power Price

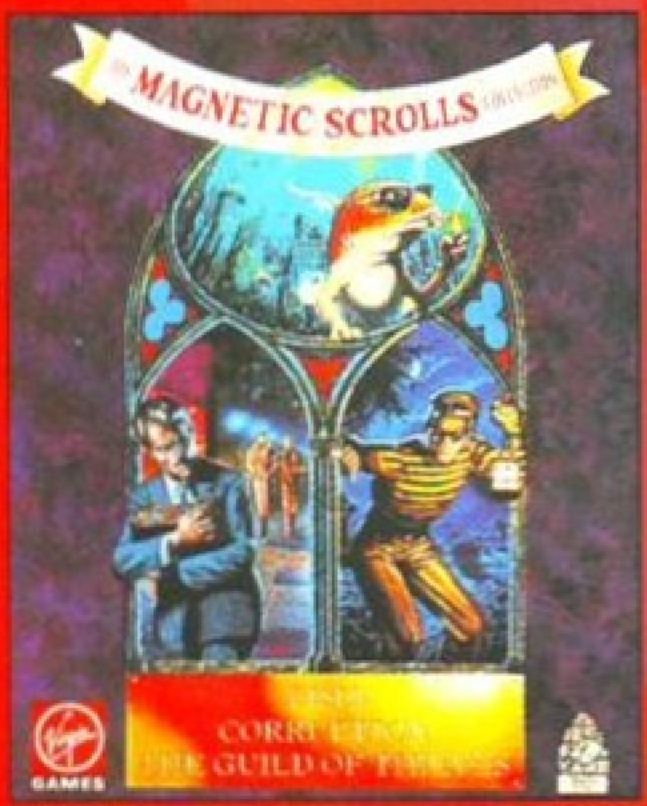
...AND GIVE YOU THE PERFORMANCE

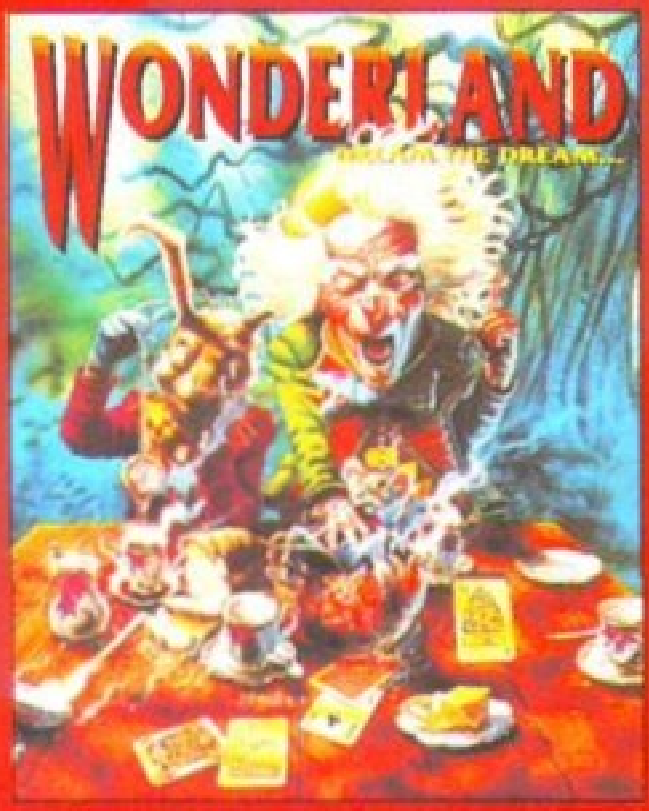
100% PURE ENTERTAINMENT

REALMS
"Let's make no bones about it. Graftgold's REALMS looks like being the game to topple PowerMonger as the greatest strategy game on home computers... it's going to be a stunner!" C&VG. Released in Autumn on **IBM PC, Amiga and Atari ST.**

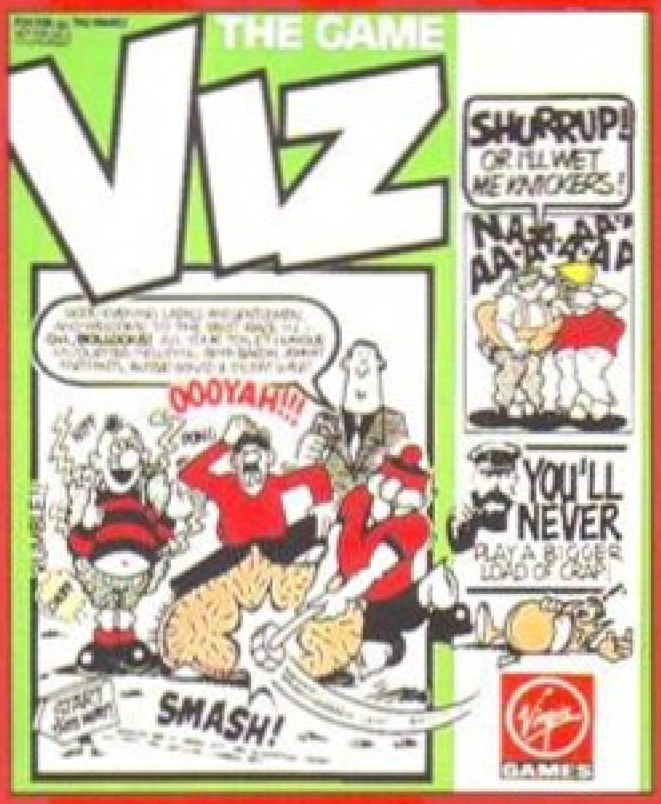


MAGNETIC SCROLLS COLLECTION VOLUME 1
Corruption, Guild of Thieves and Fish - three classic adventures enhanced to run under Wonderland's new Magnetic Windows system. Available on **IBM PC, Amiga, Atari ST and Archimedes.**

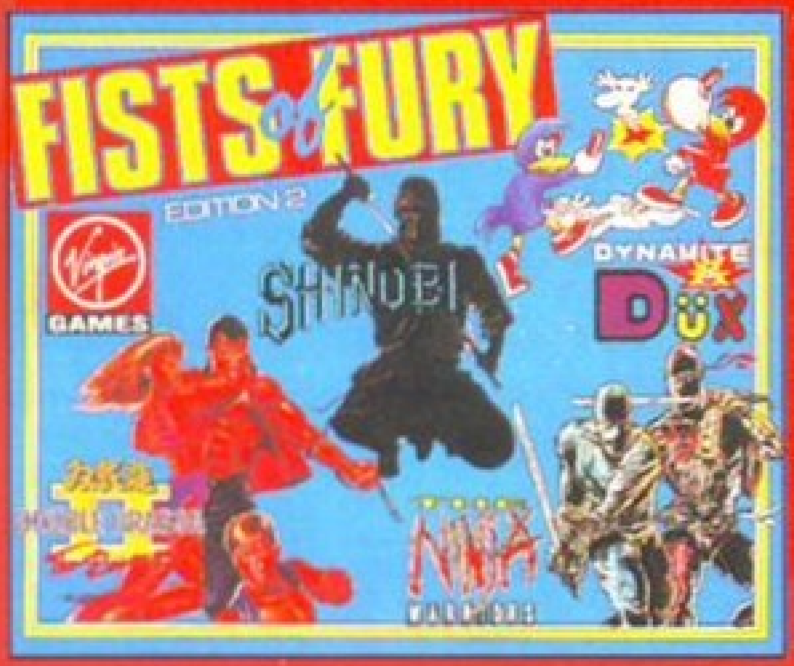




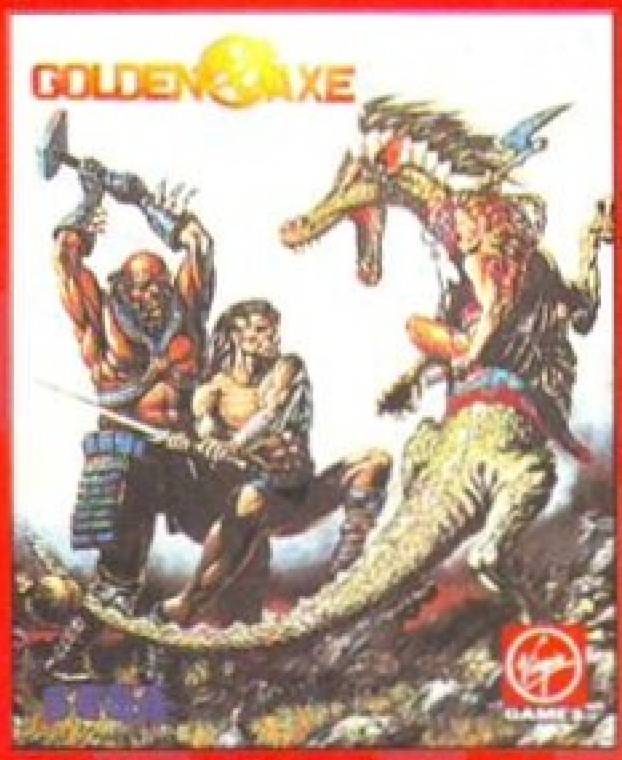
WONDERLAND
Puzzles, conundrums, potions, a caterpillar, mushrooms and a very mad hatter for your **IBM PC, Amiga, Atari ST and Archimedes.**



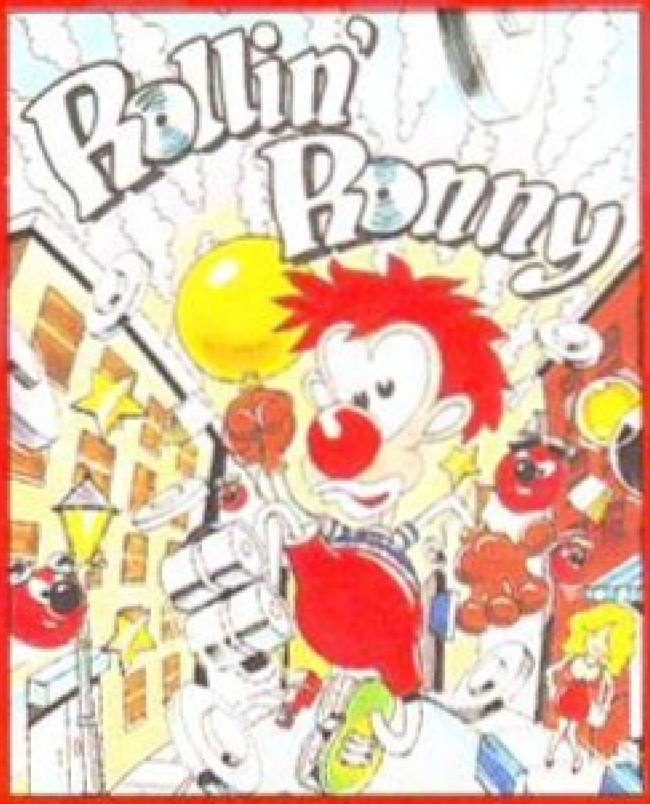
VIZ - The Game
Play the part of Biffa, Buster or Johnny in this romp through Fulchester. Not for sale to minors. Available on **Amiga, Atari ST, C64, Spectrum and Amstrad. Coming soon on the IBM PC.**



GOLDEN AXE
The smash hit coin op hacks and slashes its way onto the small screen. "Best 16 bit coin op conversion" - 1991 Golden Joystick Awards. Available on **IBM PC, Amiga, Atari ST, C64, Spectrum and Amstrad.**

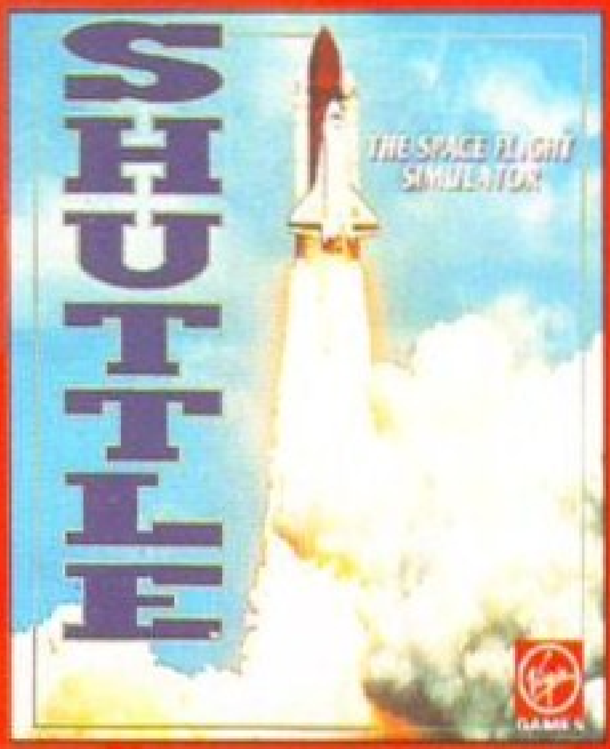


ROLLING RONNY
Ronny's the coolest dude in town. Help him skate through nine levels of bizarre creatures, superb animation and weird power-ups. Released in Autumn on **IBM PC, Amiga, Atari ST and C64.**



FISTS OF FURY
Battle your way through four of the biggest selling games of all time - Double Dragon II, Shinobi, Ninja Warriors and Dynamite Dux. Available on **Amiga, Atari ST, C64, Spectrum and Amstrad.**

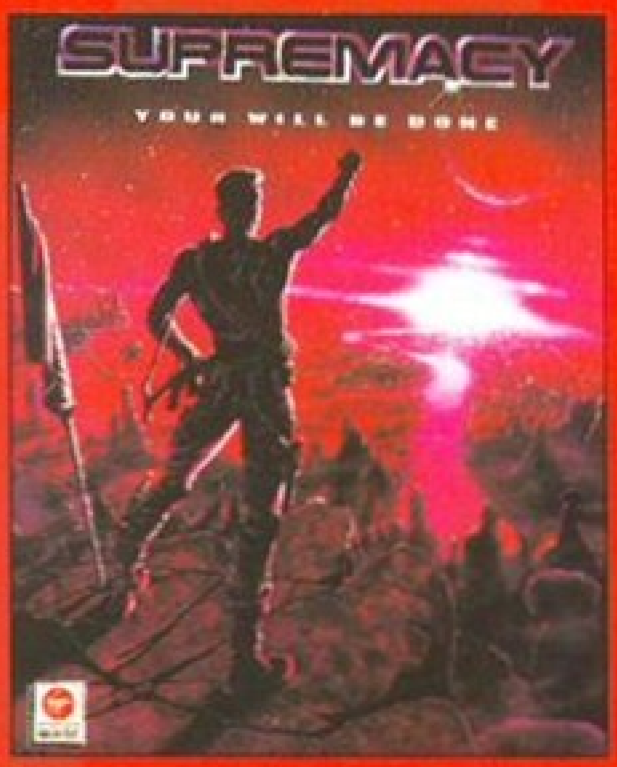
SHUTTLE
The most authentic space simulation ever. Released in the autumn on **IBM PC, Amiga and Atari ST.**



EXCALIBUR
A rich blend of fighting, fantasy and strategy set in Arthurian Britain. Available on **IBM PC, Amiga and Atari ST.**



SUPREMACY
"...the ultimate in strategy games. A classic" CU Amiga. Available on **IBM PC, Amiga, Atari ST and C64**



COMING SOON... 3D SNOOKER AND FLOOR 13.

100% PURE ENTERTAINMENT

ADVENTURES, ARCADE, ARCADE ADVENTURES, BEAT 'EM UPS, COIN-OP CONVERSIONS, COMPILATIONS, FRP, PLATFORM, RPG, SHOOT 'EM UPS, SIMULATION, STRATEGY. WHATEVER YOUR TASTE, THERE IS A VIRGIN GAME FOR YOU..

Virgin GAMES

Buying games? Playing games? You need this!

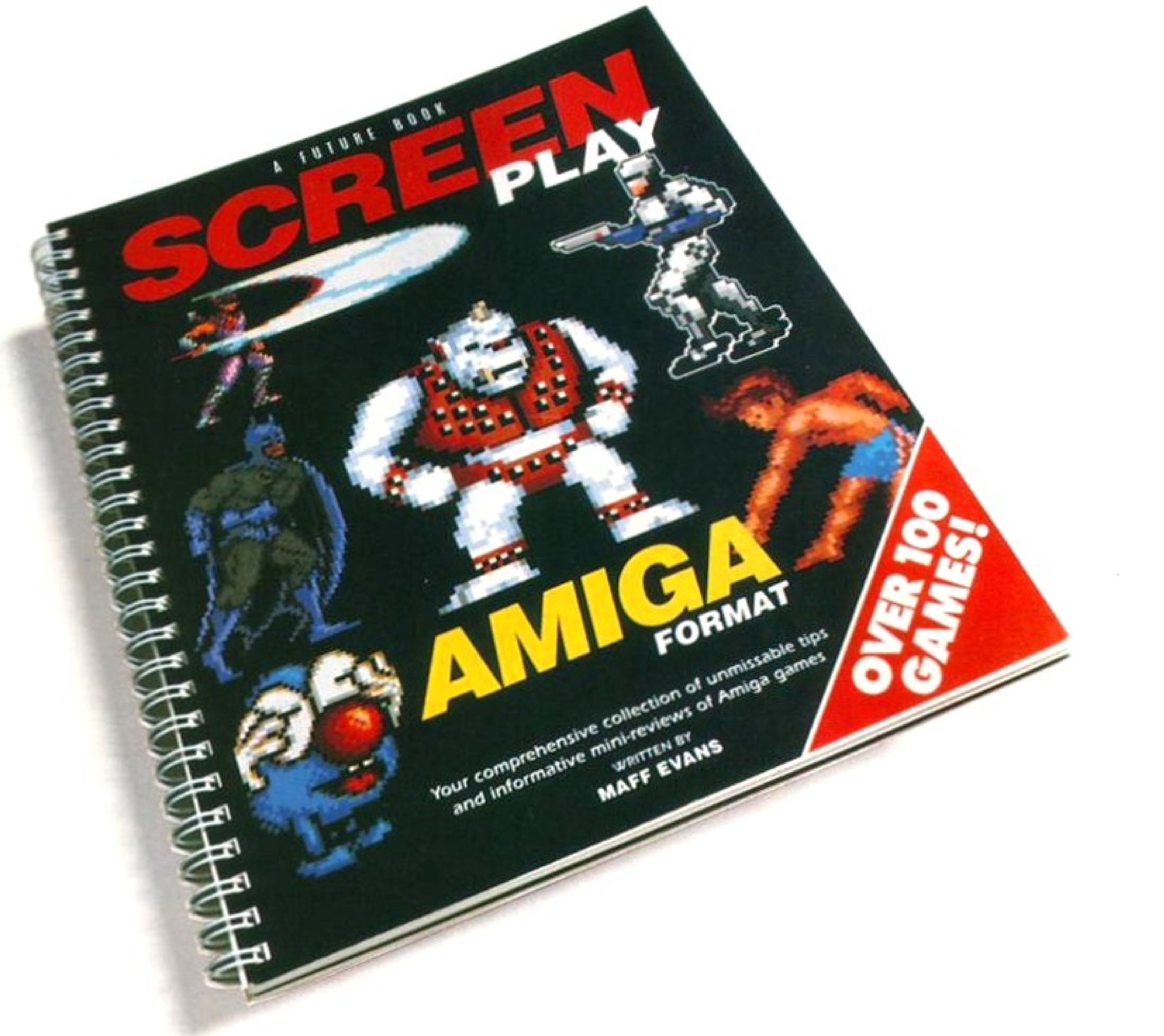
- **Reviews of over 100 games** will help you decide what to buy
- **Tips, cheat modes and advice for over 100 games** can help you out if you're stuck
- **Maps for 12 big games** show you the way to reach the end
- **Complete solutions and playing guides** will take you further than you've ever been before
- **Stuck on an older game?** This is the only place you'll find the answer!

All these games reviewed, tipped and hinted:

Aaargh!, APB, Arkanoid, Austerlitz, Barbarian, Batman the Movie, Battlehawks 1942, Battle Squadron, Beach Volley, Bloodwych, Bombuzal, Castle Master, Chase HQ, Conqueror, Continental Circus, Corporation, Cybernoid I and II, Denaris, Double Dragon, Drakkhen, Dungeon Master, Elite, Escape from the Planet of the Robot Monsters, Eye of Horus, Federation of Free Traders, Fighter Bomber, Flood, Fusion, F-29 Retaliator, Gemini Wing, Ghouls 'n' Ghosts, Goldrunner, Hard Drivin', Hawkeye, Helter Skelter, Hero's Quest, Infestation, Interceptor, Interphase, Jumping Jack Son, Kick Off 1 and 2, Klax, Laser Squad, Lost Patrol, Menace, Millennium 2.2, Nebulus, Neuromancer, New Zealand Story, Ninja Warriors, Omega, Pipe Mania, Platoon, Player Manager, Powerdrome, Rainbow Islands, Rick Dangerous, Robocop, Rock 'n' Roll, Rotor, R-Type, Silkworm, Sim City, Starglider 1 and 2, Strider, Stunt Car Racer, Supercars, Switchblade, Three Stooges, Thunderblade, Untouchables, Venus the Fly Trap, Vigilante, Wicked, Wizball, Xenomorph, X-Out, Xybots

Complete solutions for these games:

Batman - The Caped Crusader, Cadaver, Damocles, Dragon's Lair, Future Wars, It Came from the Desert, Kult, Operation Stealth, Shadow of the Beast I and II, Space Ace



Lovingly constructed by Amiga Format Gamebusters supremo **MAFF EVANS** and costing only £9.95, this 162-page tome is the vital accessory for anyone who's serious about their games. Get it now!

Order form

I would like to order ____ copy/copies of SCREEN-PLAY at the price of £9.95.
(please add £1.45 per copy to cover p&p.)

If paying by cheque please send payment with this order form in a sealed envelope to:

AMIGA FORMAT SCREEN PLAY book
FREEPOST
Future Publishing Ltd,
The Old Barn,
Somerton,
Somerset TA11 7BR

No stamp required if posted in the UK
Please allow 28 days for delivery

Name ____________________

____

Address ____________________

____

____

____________________ Post Code ____________

Telephone ____________________

I enclose a cheque/PO for £ ____________

Please debit my Access/Visa card: (Delete as appropriate)
My card no is: ____________________
Expiry date: ____________________

Signature ____________________

Media Direct

FAX US NOW ON 0782 281506

AMIGA 500 PACKS



Now includes free 0.5 Mb up-grade

Excellent value at only **£399.99**

All our Amiga's are UK specification and come complete with the following:—

Amiga Pack 1 *(Classic Pack)*
512K random access memory
Built-in disk drive
4096 colour graphics
4 channel stereo sound
Kickstart 1.3
Workbench 1.3
Extras 1.3 and tutorial disk
Amiga mouse
TV modulator
Power supply unit
A500 keyboard

Bart Simpson
Captain Planet
Deluxe Paint III
and 'game of the year' Lemmings

We also give you:—
Mouse mat and pocket dust cover, 10 blank disks and box, Quickshot Python, 1 joystick.

Plus
10 more Great Games
Football Manager
Hotshot
Las Vegas
Flight Path 737
Fireblaster
Karting Grand Prix
Thai Boxing
Seconds Out
Mouse Trap
Plutos

Amiga Pack 2
(Classic Pack Plus)
As Pack 1 but also includes the Cumana CAX354 external disk drive — **£454.95**

Amiga Pack 3
(Classic Printer Pack)
As Pack 1 but includes the Star LC200 full colour printer — **£604.95**

Amiga Pack 4
(The Ultimate Pack)
As Pack 1 but includes Star LC200 colour printer plus Philips CM8833/II stereo colour monitor — **£834.95**

Amiga Pack 5
(Educational Pack)
As Pack 1 but includes a selection of educational software:—
Spell Book (ages 4-9)
Things to do with words (ages 5-12)
Things to do with numbers (ages 5-10)
Let's spell at the shops (ages 4-10)
Let's spell at home (ages 4-10)
Let's spell out and about (ages 4-10)
Puzzle Book 1 (5 to adult)
Puzzle Book 2 (5 to adult) — **£499.95**

Amiga Pack 6 *(Gamers Pack)*
As Pack 1 but also includes some of the hottest games:—
F29 Retaliator,
F19 Stealth Fighter,
Lotus Esprit Turbo Challenge,
Swiv (Silkworm II),
Flight of the Intruder — **£479.95**

PRINTERS

All our printers are UK specification and are covered by a 12 months warranty. All the prices include a printer lead and a tailored dust cover.



Star LC-10 *A popular low cost Mono Printer*
Multiple font options from front panel
Excellent paper handling facilities
Simultaneous, continuous and single sheet stationery
240x240 DPI graphics — **£159.95**

Star LC 24-10
24 Pin Version of LC10
Excellent letter quality print
360x360 DPI graphics
8 resident fonts
Additional font cartridges available — **£214.95**

Star LC200 Colour Printer
An excellent value for money Colour Printer
240 DPI 9 pin colour
Front panel pitch selection
Push/pull tractor feeds
Reverse paper feeds
16K buffer
8 resident fonts
Supplied with colour and mono ribbons
Front panel programmable
Paper park with auto single sheet loading — **£214.94**

Star LC24-200 Mono Printer
80 column dot matrix printer
7K buffer expandable to 39K
10 resident fonts
Paper park with auto single sheet loading
Supplied with mono ribbon
Faster than LC24-10
Extra font cartridges available
Front panel pitch selection
Programmable from front panel — **£259.95**

Star LC24-200 Colour Printer
360 DPI 24 pin colour printer
30K buffer expandable to 62K
10 resident fonts
Front panel pitch selection
Reverse paper feed
Paper park with auto single sheet loading
Supplied with colour and mono ribbons
Front panel programmable
Extra font cartridges available — **£309.95**

Ciizen 120D+
A very popular low cost mono printer centronics/RS232/CBM 64 serial. Please specify interface when ordering (two year warranty) — **£144.95**

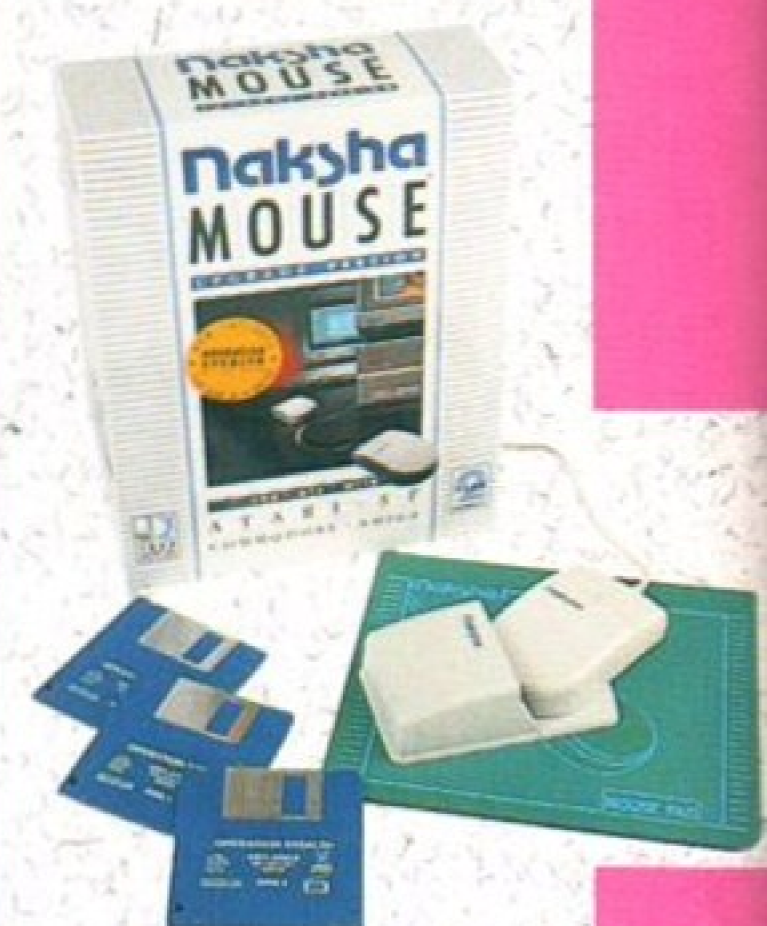
Citizen 124D 24 pin Mono Printer
8K buffer expandable
Push and pull tractor feeds
3 fonts with excellent letter quality
(two year warranty) — **£204.95**

Citizen Swift 9 pin Colour Printer
8 K buffer
240x240 DPI colour graphics
Push and pull tractor feeds
Excellent print quality
(two year warranty) — **£224.95**

Citizen Swift 24 pin Colour Printer
European Printer of the Year 1990
24 pin version of the 9 pin colour printer
360x360 DPI colour graphics
Push and pull tractor feed — **£314.95**

PERIPHERALS

We stock a large range of peripherals, all of the highest quality. If you can't see the one you require please give us a call to see if we stock it.



Mice and Trackballs

Naksha Upgrade Mouse
Amiga/Atari switchable
Simply the best
280 DPI resolution
Ergonomic design
Smooth precise operation
2 years guarantee
Free mouse mat
Free mouse pocket
Now includes Operation Stealth from US Gold. Only — **£22.95**

GOVERNMENT, TRADE AND EDUCATIONAL ORDERS WELCOM

MEDIA DIRECT — THE AMIGA SPECIALISTS

Mega Deals, Multi-Choice

ık Mouse
cost Amiga/Atari
lacement mouse
DPI resolution
ooth slick operation. £14.95
y



ga Trackball by Alfa
a
tchable between Atari
Amiga with the third
ton.
s must be the best
e trackball available.
nly £29.95

ners

Naksha Scanner
the Amiga A500
DPI 32 grey shade
dheld scanner
kage includes:
sha hand scanner
0 Interface
er supply unit
a Scan professional
ware *"The Ultimate*
nner Software"
y £129.95

Expansion Boards

ga A500 0.5 Mb RAM
ansion board
eases memory to 1 Mb
Bit technology
lacement for A501
ansion
n minutes
off switch. £26.95
ck Version. £29.95

ga 1.5 Mb RAM
ansion
ou need more memory
n this board is for you.
ds an extra 1.5 Mb of
M to your machine
ng a total of 2 MEGS.
mplete with clock/
endar. Uses the latest
hnology DRAMS for low
wer consumption. 12
nths guarantee.
quires Kickstart 1.3 or
r. Easily fitted into the
under your A500.
quires no soldering (the
er of your A500 must
removed for fitting the
ug In" Connector).
y £84.95

ng service available.
one for details

ra RAM 500 RX
mory expansion
1, 2, 4, or 8 Mb fast
M for Amiga 500
nputers

Easily plugs into A500 expansion port
Amiga bus through port
Easily expandable zero wait states and hidden refresh lets you run larger and more sophisticated programs
Allows creation of large and very fast RAM disks
Test mode and software simplify troubleshooting
On/Off switch

Supraram 500RX 2Mb	£195.00
Supraram 500RX 4Mb	£270.00
Supraram 500RX 8Mb	£420.00

External Disk Drives



Cumana CAX354
Very quiet Slimline design Throughport connector On/off switch on rear Long connecting cable 880K formatted capacity Fits all Amigas.

ONLY £57.95

Supradrive for Amiga A500
Using state of the art technology, these drives use the same amount of power as a floppy disk drive. These drives are shipped formatted and ready to use, so you can simply plug-in your drive, turn on your computer and the system is ready to use. The drive can be configured as autoboot or non autoboot, it can have upto 8Mb of Ram and as many as six SCSI drives can be connected together. The drives also come with "express copy", hard disk backup software, "superboot" and "supertools", file management and formatting programs.

52Mb Hard drive with 0.5Mb Ram	£449.00
52Mb Hard drive with 2Mb Ram	£509.00
80Mb Hard drive with 0.5Mb Ram	£549.00
80Mb Hard drive with 2Mb Ram	£599.00
105Mb Hard drive with 0.5Mb Ram	£599.00
105Mb Hard drive with 2Mb Ram	£659.00

We also stock the range of Supra modems, phone for details.

Zydec External Drive
Very quiet
Slimline design
Quality citizen drive mechanism
On/off switch on rear
Long connecting cable
880K formatted capacity
Fits all Amigas. Only £54.95



Master Sound — Mono Sound Sampler
A low cost high features sound sampler package includes hardware and software with a host of features to sample and edit music live onto your Amiga. Only £34.95

Miscellaneous
Midi Master — Midi Interface for the Amiga
Midi in — 3X Midi out and Midi through
Compatible with all leading midi software
Fully OPTO isolated
Includes two free midi cables
Please state A500/1000/2000 when ordering. Only £26.95

Action Replay MKII by Datel
A whole host of features including Freezeframe, Boot Selector, Virus Detection and much much more. Only £57.95

Replacement Amiga A500 power supply £39.95
Replacement internal disk drive for Amiga A500 (original Commodore one — no modification required) £69.95

Soundblaster



The amazing Soundblaster adds a new dimension to your games. Blasting out stereo sound at 5 watts per channel into two high quality 50 watt 3 way speakers. The pack comes complete with an AC power supply and as an added bonus there is a pair of free stereo headphones.

ONLY £44.95

DISKETTES

Amazing Offers on
3.5" DSDD KAO BULK DISKETTES

25 DSDD 135 tpi	£11.95
50 DSDD 135 tpi	£21.95
75 DSDD 135 tpi	£31.95
100 DSDD 135 tpi	£37.95
200 DSDD 135 tpi	£71.95
500 DSDD 135 tpi	£169.95
1000 DSDD 135 tpi	£309.95

All 3.5" disks are supplied with labels and are 100% error free. 2 for 1 guarantee.

Rainbow Diskettes
Red, green, yellow, orange, black, white. Colours and quantity of your choice.

3.5" DSDD Disks

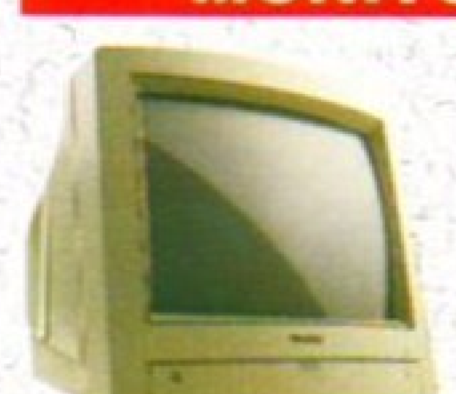
25 DSDD 135 tpi	£13.75
50 DSDD 135 tpi	£26.45
100 DSDD 135 tpi	£44.95
200 DSDD 135 tpi	£84.95

3.5" DSDD SONY BULK DISKETTES

25 DSDD 135 tpi	£13.45
50 DSDD 135 tpi	£23.95
100 DSDD 135 tpi	£42.95
200 DSDD 135 tpi	£81.95
500 DSDD 135 tpi	£189.95
1000 DSDD 135 tpi	£349.95

Remember!! Remember!! Remember!!
We only supply top quality diskettes. Our 3.5" diskettes are manufactured by KAO and our 5.25" diskettes are manufactured by ATHANA.
We do not sell substandard diskettes from the Far East.

MONITORS



Philips CM8833/II Stereo Colour Monitor
All our monitors are of UK specification, are covered by a 12 month warranty and come complete with a connecting lead £244.95

MEDIA DIRECT

Media Direct Computer Supplies Ltd
Unit 3 Railway Enterprise Centre
Shelton New Road, Stoke on Trent
Staffordshire ST4 7SH

PHONE NOW ON 0782 208228

Media Direct

DISKETTE STORAGE BOXES

All our storage boxes come with anti static lid, two keys and dividers where applicable



Item	Price
3.5" 100 capacity box	£5.95
3.5" 80 capacity box	£5.45
3.5" 50 capacity box	£4.95
3.5" 40 capacity box	£4.45
5.25" 100 capacity box	£5.95
5.25" 50 capacity box	£4.95

Offer
Deduct £1.00 from above box price if purchasing a quantity of diskettes. (Min 25 disks).



5.25" or 3.5" 10 capacity boxes

Qty	Price
1	£0.95
5	£4.50
10	£7.95

Stackable Storage Boxes
These boxes are ideal for the person who requires an alternative to the standard style box or who has a large number of disks to store.



Posso Box
The Posso box holds 150 3.5" diskettes or 70 5.25" diskettes and can be stacked horizontally or vertically. £16.45

Please state 3.5" or 5.25" version when ordering

Bulk Storage Box
Ideal for bulk storage of diskettes, each box can hold upto 250 3.5" diskettes

Qty	Price
1	£22.95
3+	£21.95
5+	£20.95

Banx Box
Stacks horizontally and vertically and can hold upto 90 3.5" diskettes



Qty	Price
1	£9.00
3+	£8.50
5+	£8.00

JOYSTICKS

Item	Price
Speedking Standard	£9.95
Speedking Autofire	£10.95
Speedking Sega Megadrive	£10.95
Navigator	£13.95
Sting Ray Standard	£14.95
Sting Ray Autofire	£15.95
Sting Ray Sega Megadrive	£ .
Manta Ray Standard	£12,95
Manta Ray Autofire	£14.95
Manta Ray Sega Megadrive	£14.95
Zipstick Standard	£11.95
Zipstick Autofire	£13.95



Item	Price
Competition Pro 5000 Black	£11.95
Competition Pro 5000 Clear	£11.95
Competition Pro Glo Extra	£13.95
Competition Pro Extra	£13.95
Competition Pro Star	£13.95
Python 1 Turbo III (QS137F)	£9.95
Python 3 Sega Megadrive	£9.95
Apache 1 (QS131)	£6.95
Flightgrip 1 (QS129F)	£8.95
Maverick 1 (QS138F)	£13.95
Chimera 3 Sega Megadrive (QS140)	TBA
Intruder 1 (QS149)	TBA
Intruder 3 Sega Megadrive (QS150)	TBA
Aviator 1 (QS155)	TBA
Aviator 3 Sega Megadrive (QS156)	TBA

ACCESSORIES

All our accessories are of the highest quality

General

Item	Price
Mouse mat	£2.50
Mouse pocket	£1.50
3.5" disk drive cleaner	£1.95
5.25" disk drive cleaner	£1.95
Atari dust cover	£3.95
Amiga dust cover	£3.95
Star LC10 dust cover	£5.95
Star LC24-10 dust cover	£5.95
Star LC200 dust cover	£5.95
Star LC24-200 dust cover	£5.95
2 piece printer stand	£5.95
Tilt 'n' turn monitor stand	£12.95
Monitor plynth	£19.95

Switches and Cables

Monitor Cables

Item	Price
Amiga to CBM 1084S monitor cable	£9.95
Amiga to Phillips CM8833 cable	£9.95
Amiga to scart cable	£9.95
Amiga to Hitachi/Granada 7 pin din	£9.95
Amiga to multisync 15 pin 3 row plug	£9.95
Amiga to multisync 15 pin 3 way socket	£9.95



Data/Printer Cables

Item	Price
Parallel printer cable	£7.95
36 way to 36 way centronics cable	£7.95
25 way D-type male/male cable	£7.95
25 way D-type male/female cable	£7.95
25 way D-type fem/fem cable	£7.95

Data Switches

Item	Price
2 way parallel data switch	£12.95
2 way serial data switch	£12.95
3 way parallel data switch	£17.95
4 way parallel data switch	£22.95

Miscellaneous

Item	Price
Amiga 4 player adapter	£6.95
Atari 4 player adapter	£6.95
Mouse/joystick switcher	£12.95
Mouse/joystick extender cable	£5.95

PRINTER RIBBONS

We stock a large range of ribbons. If you can't see your particular type listed then please phone us for a quote.

Star	1	5
LC10 mono	£2.95	£13.25
LC10 colour	£5.95	£26.75
LC24-10 mono	£4.95	£22.25
LC200 mono	£5.50	£24.75
LC200 colour	£10.95	£49.25
LC24-200 mono	£4.95	£22.25
LC24-200 colour	£11.95	£53.75
Citizen 120D Mono	£3.29	£14.80
Citizen Swift 24 mono	£3.29	£14.80
Citizen Swift 9 mono	£3.29	£14.80
Citizen Swift 24 colour	£11.95	£53.75
Citizen Swift 9 colour	£11.95	£53.75

EDUCATIONAL SOFTWARE



Item	Price
Spell Book (ages 4-9)	£17.95
Things to do with words (ages 5-12)	£17.95
Things to do with numbers (ages 5-10)	£17.95
Let's spell at the shops (ages 4-10)	£17.95
Let's spell at home (ages 4-10)	£17.95
Let's spell out and about (ages 4-10)	£17.95
Puzzle Book 1 (ages 5-adult)	£17.95
Puzzle Book 2 (ages 5-adult)	£17.95

BOOKS

We stock a large range of Abacus books suitable for advanced programmers as well as beginners

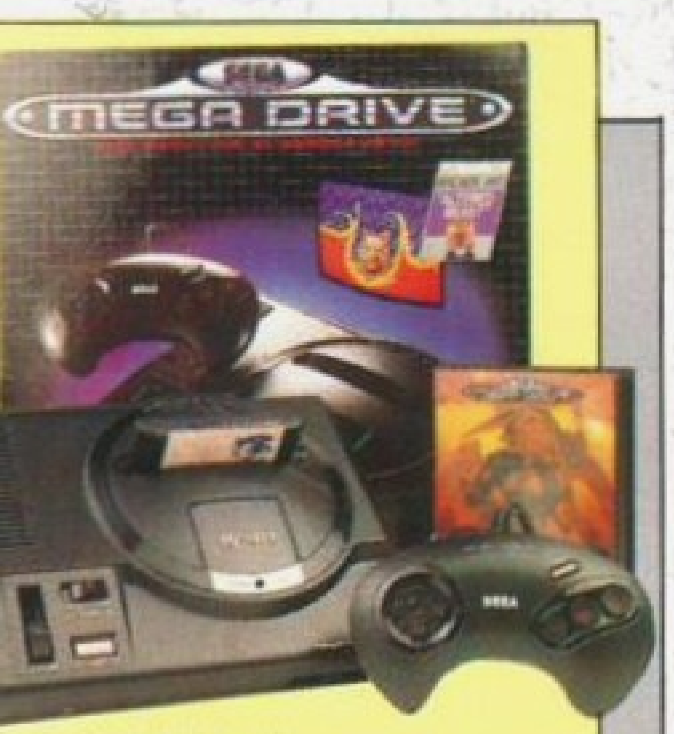


Item	Price
Advanced system programmers guide	£32.45
Amiga 3D graphics basic programming	£18.45
Amiga basic inside and out	£18.95
Amiga C advanced programmers guide	£32.45
Amiga C for beginners	£18.45
Amiga DOS inside and out	£18.45
Amiga DOS quick reference	£8.95
Amiga desktop video guide	£18.45
Amiga disk drives inside and out	£27.95
Amiga for beginners	£12.95
Amiga machine language	£14.95
Amiga printers inside and out	£32.95
Amiga system programmers guide	£32.95
Best Amiga tricks and tips	£27.45
Making music on the Amiga	£32.95

FAX US NOW ON 0782 281506

Quality and Value Direct to You

CONSOLES



Official UK Version
including Altered Beast
and Joypad

ONLY £139.95

Sega Game Gear



Official UK Version

ONLY £99.95

adrive Software	
rburner II	£27.45
red Beast	£27.45
Kidd	£23.95
old Palmer Golf	£27.45
w Flash	£27.45
le Squadron	£30.95
locan	£30.95
umns	£23.95
ckdown	£27.45
erball	£27.45
Tracey	£30.95
amite Duke	£27.45
at	£27.45
gotten Worlds	£27.45
n Ground	£27.45
stbusters	£27.45
uls 'n' Ghosts	£34.95
den Axe	£27.45
zog Zwe	£27.45
nes Pond	£30.95
Douglas Boxing	£27.45
n Madden U.S. Football	£30.95
Battle	£27.45
key Mouse	£30.95
nster Lair	
nderboy III)	£27.45
nwalker	£27.45
tic Defender	£27.45
A Golf Tour	£30.95
ntasy Star II	£46.45
ulus	£30.95
nbo III	£23.95
enge of Shinobi	£27.45
dow Dancer	£27.45
c the Hedgehog	TBA
ce Harrier II	£27.45
der	£34.45
er Hang On	£27.45
er League Baseball	£27.45
er Monaco G.P.	£27.45
er Real Basketball	£27.45
er Thunderblade	£27.45
rd of Sodan	£30.95
rd of Vermillion	£38.95
nderforce II	£27.45
n Hawk	£27.45
ld Cup Italia '90	£23.95
y Golf	£30.95
m	£23.95
tasia	TBA
derman	TBA

gadrive Accessories	
ade power stick	£32.95
io/video cable	£6.95
ntrol pad	£12.95
wer base converter	£27.95

Game Gear Software	
Columns	£16.95
Pengo	£16.95
Psychic World	£16.95
Putter Golf	£16.95
Super Monaco G.P.	£16.95
Wonder Boy	£16.95
Woody Pop	£16.95
Dragon Crystal	£19.95
Donald Duck	£19.95
G. Loc	£19.95
Golden Axe	£19.95
Mickey Mouse	£19.95
Ninja Gaiden	£19.95
Outrun	£19.95
Space Harrier	£19.95
Shinobi	£19.95
Baseball	TBA
Frogger	TBA
Joe Montanna Football	TBA
Kinetic Connection	TBA
Talot	TBA

Game Gear Accessories	
AC mains adaptor	TBA
AV cable	TBA
Car lighter adaptor	TBA
Game Gear to Game Gear cable	TBA
Game Gear TV tuner	TBA
Rechargable battery pack	TBA

PUBLIC DOMAIN SOFTWARE

We stock a large range of Public Domain Software, well over 2000 titles in fact. To receive a catalogue send a first class stamp together with your name and address. If you require a catalogue on disk send three first class stamps instead of one.

Here are some of our more popular packs:

Pack 1 — Home Business Pack
This 8 disk pack contains:—
Spreadsheet
Word Processor
Amiga Spell
Memo Pad
Inventory
Database etc., etc. — £10.00

Pack 2 — Demo Pack
(10 Disk Pack)
Budbrain 1 (2 disks)
Budbrain 2
Scoopex Mental Hangover
Crionics "Neverwhere"
Horizon "Sleeping Bag"
Palace "Pulling the Trigger"
Quartex "Substance"
Phenomena "Interspace"
Decay "Simpsons Demo" — £11.00

Pack 3 — Music Pack
(10 Disk Pack)
Vision Music Masters
Crusaders "Bacteria Music"
Crack Music Disk
Jetset Overload
Music Disk
RAF Megamix 1
Flash Digital Concert 6
Flashing Bytes
"Sweet Songs One"
Alcatraz "Panic Voices of Energy"
Crusaders Micro Concert
Archaos Music Disk — £11.00

Pack 4 — Adult Pack
(10 Disk Pack) — £11.00

Pack 5 — Music Makers Pack — £11.00

Pack 6 — New Release Pack
This pack changes on a weekly basis, so is kept bang up to date. — £12.00

THIS MONTHS SPECIALS

OFFER 1
CUMANA EXT. DRIVE PLUS 512K RAM EXP.
~~£86.90~~ £84.95

OFFER 2
ACCESSORY PACK
MOUSE MAT, MOUSE POCKET, DISK CLEANING KIT, DUST COVER
~~£9.90~~ £7.99

OFFER 3
CUMANA EXT. DRIVE PLUS XCOPY PRO
~~£94.90~~ £89.95

OFFER 4
CUMANA EXT. DRIVE PLUS BLIT-A-COPY
~~£91.95~~ £89.95

OFFER 5
200 3.5" DSDD + 2 100 CAP BOXES
~~£79.95~~ £67.95

HOW TO ORDER

☎ 0782 208228

✉ BY POST

Make cheques and postal orders Payable to MEDIA DIRECT, Please send this together with your name and address, daytime telephone number if possible and your order requirements, to:—

**MEDIA DIRECT COMPUTER SUPPLIES LIMITED
DEPARTMENT 650297
UNIT 3, RAILWAY ENTERPRISE CENTRE
SHELTON NEW ROAD, STOKE ON TRENT
STAFFORDSHIRE ST4 7SH**

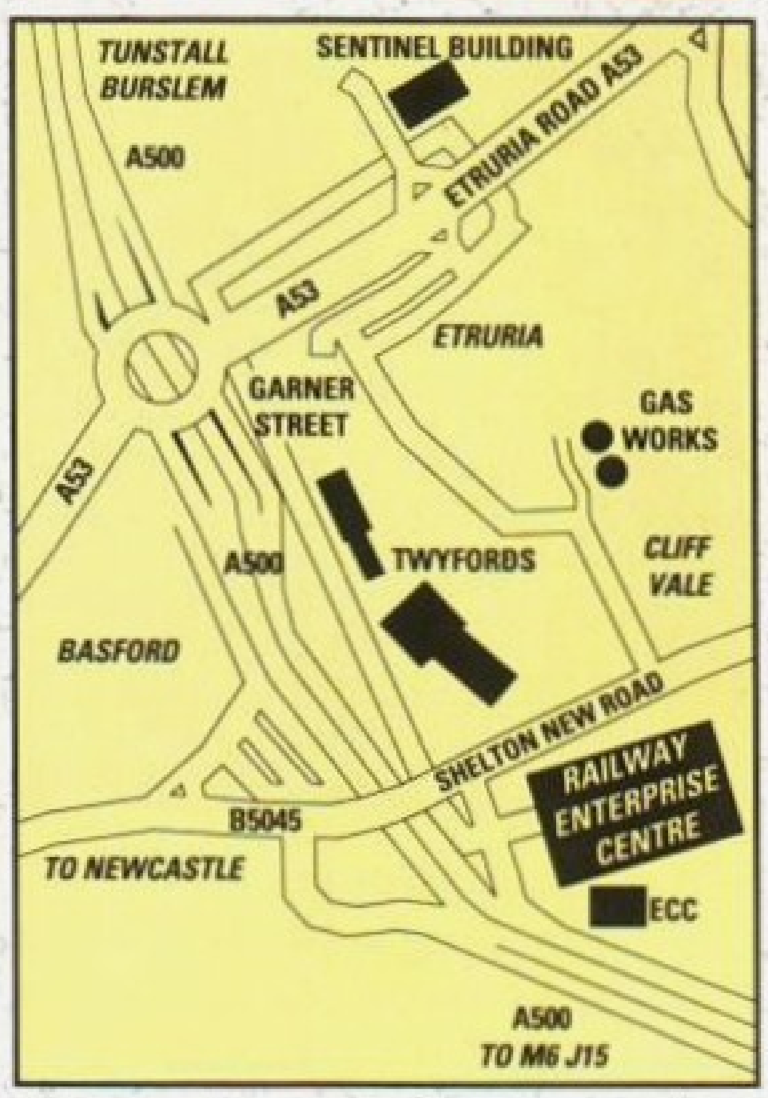
FAX: 0782 281506

Carriage charges
Please add £3.35 per order for postage and packing.
£5.00 for orders over £150.00
Software and cartridges £1.25 per item
Guaranteed TWO Day delivery £6.95
Guaranteed NEXT Day delivery £9.00

Remember!!! Remember!!! Remember!!!
Media Direct are a well established company with a reputation for its quality and service. A point to consider before purchasing your computer goods. So why not buy from us and put our reputation to the test.

All stocks, offers are subject to availability and to being the latest advertised packs and prices.
(Pack details may vary from time to time) E&OE

HOW TO FIND US



Come and visit our showroom where these and many other products are on display.

MEDIA DIRECT

Media Direct Computer Supplies Ltd
Unit 3 Railway Enterprise Centre
Shelton New Road, Stoke on Trent
Staffordshire ST4 7SH

PHONE NOW ON 0782 208228

OVERNMENT, TRADE AND EDUCATIONAL ORDERS WELCOME

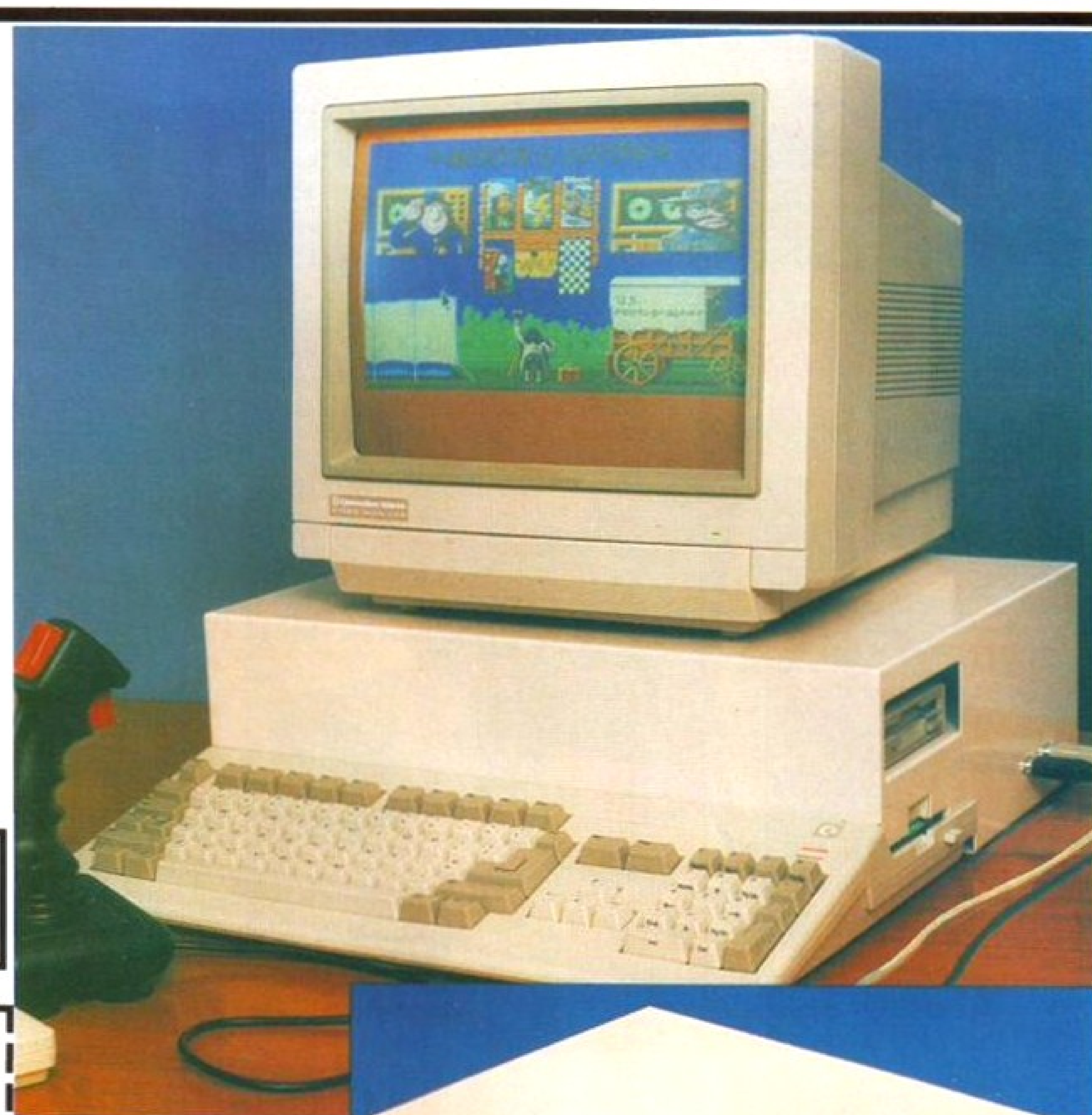
AVA DEVELOPMENTS

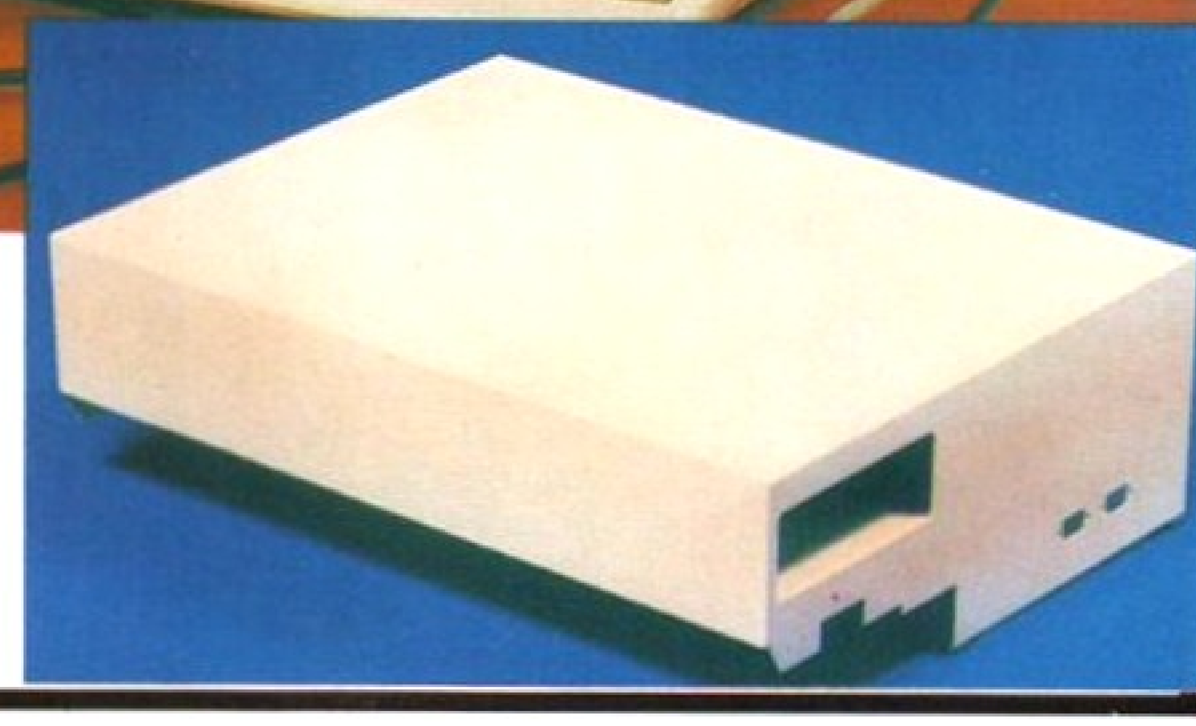
A500 + Expansion Stand Only £34.99 including VAT & delivery

★ Colour coded to your Amiga
★ Fitted in seconds
★ Shelf for disk drives
★ Next day delivery

LEADS £7.99 PER PAIR

CREDIT CARD HOTLINE
0908 262137





ORDER FORM

Name ....

Address ....

....

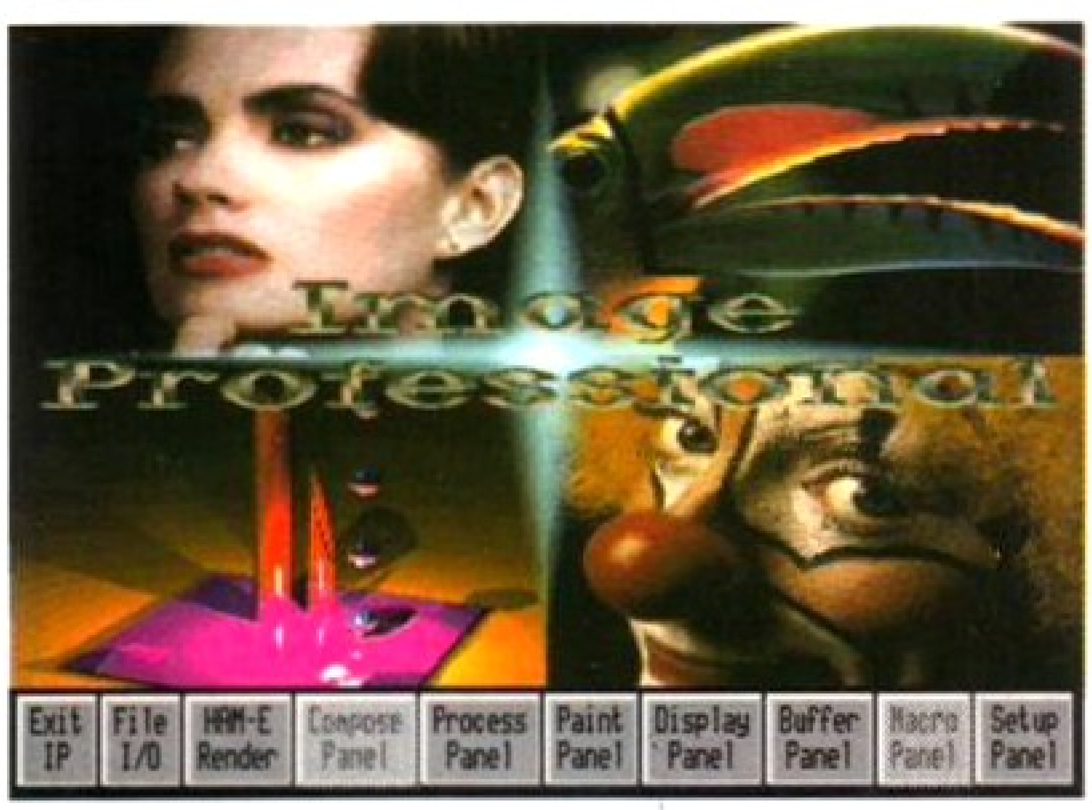
.... Postcode ....

Tel. No. ....

Cheques payable to:
AVA Developments Ltd
58 Burners Lane South
Kiln Farm
Milton Keynes
MK11 3HD
(0908) 262137

H A M - E

Let HAM-E take you away from the Amiga's limited 12 bit graphics and into the professional world of 24 bit images. HAM-E is the most affordable and yet the most compatible 24 bit graphics enhancement for your Amiga. All the software you need is free, even the upgrades! But how can we convince you to buy it? Well, see for yourself...



Hardware Features:

True 24 bit RGB colour guns give you a complete palette of 16.8 million colours, with 8, 18 and 24 bit display modes.
256/512 colour register modes.
Displays upto 262,000 colours at a resolution of upto 384 x 560. (Standard Version)
Hi-Res version features custom maths processor for real time anti-aliasing and resolutions of upto 768x560 pixels.
Full Genlock, PAL Encoder and Modulator support.
HAM-E doesn't take up any processing time.
Treat HAM-E pictures and animations as standard IFF files.
Can display both HAM-E and standard Amiga screen modes on your monitor simultaniously.
Display HAM-E images in DPaint, AmigaVision, Scala, AMOS, and of course Cando etc.



Image Professional Features:

Very powerful 24 bit processing features. eg. RGB correction, melt, antique, caricature, droop, explode, radial wave, motion blurr, zoom, etc.
Everything computed with 24 bit accuracy.
Multiple buffer and undo functions.
Display modes include 256 colour, average and luma (b/w), 18 bit and 24 bit colour.
Special mode to import directly from Digiview.
New 24 bit paint and brush functions. Allows full 24 bit painting and brush manipulations, all at full 24 bit resolution, upto 32,000 pixels square.



"Paint" Features:

Draw, line, circle, box, etc, and complete fill modes, with full light source shading.
Extensive brush and fill control menus.
Fast brush distortion in any shape.
3D perspective and AREXX control make complicated animations possible.
10 colour cycle/glow ranges.
Anti-alias, wash, bright, cycle, etc... draw modes.
Both IP and Paint packages fully support standard Amiga fonts including colour fonts.
Full 24 bit palette control screen, allowing large number of multi coloured ranges.

Third Party Support:

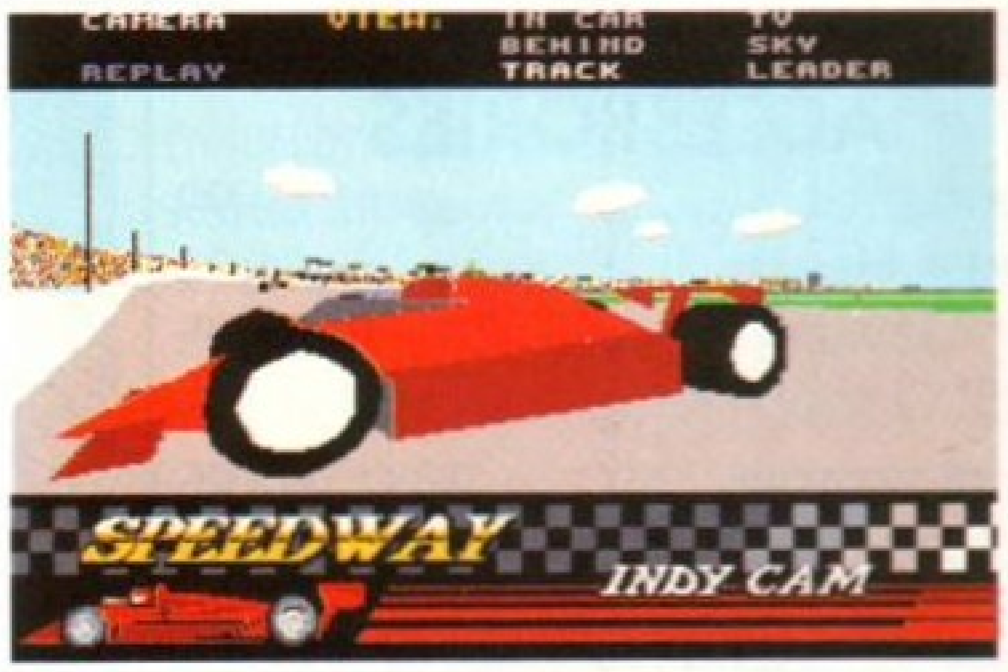
Spectracolor from OXXI - Full HAM-E support. 262,000 colour animated brushes!
Art Department from ASDG inc. Full HAM-E load and save support.
Vista Pro from Virtual Reality Laboratories - Now includes 24 bit HAM-E rendering.
3D-Professional from Progressive Peripherals inc - Now renders direct to HAM-E.
HAM-E WorkShop from Holosoft inc. - Dedicated 256 Register Paint Package.

HAM-E 24 Bit Graphics System
Standard Version ONLY £299.00
Hi-Res Version ONLY £399.00
Both Prices include Vat , Power Supply, all cables Image Professional and Paint packages

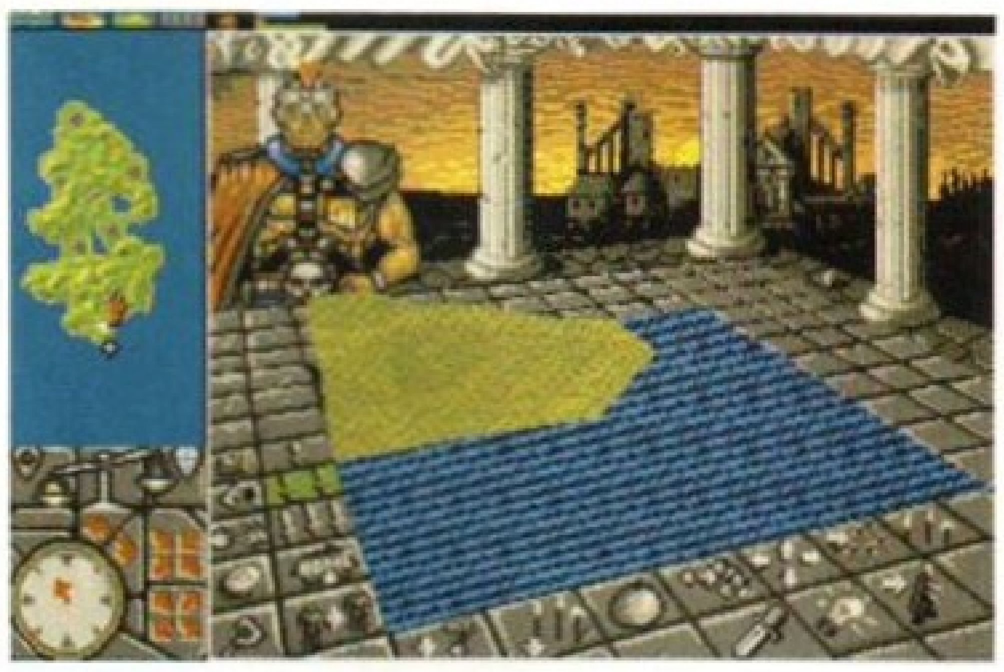
Distributed Exclusively in the UK by Checkmate Digital Ltd, 80 Mildmay Park, London, N1 4PR, England. Tel 071-923 0658 Fax 071-254 1655

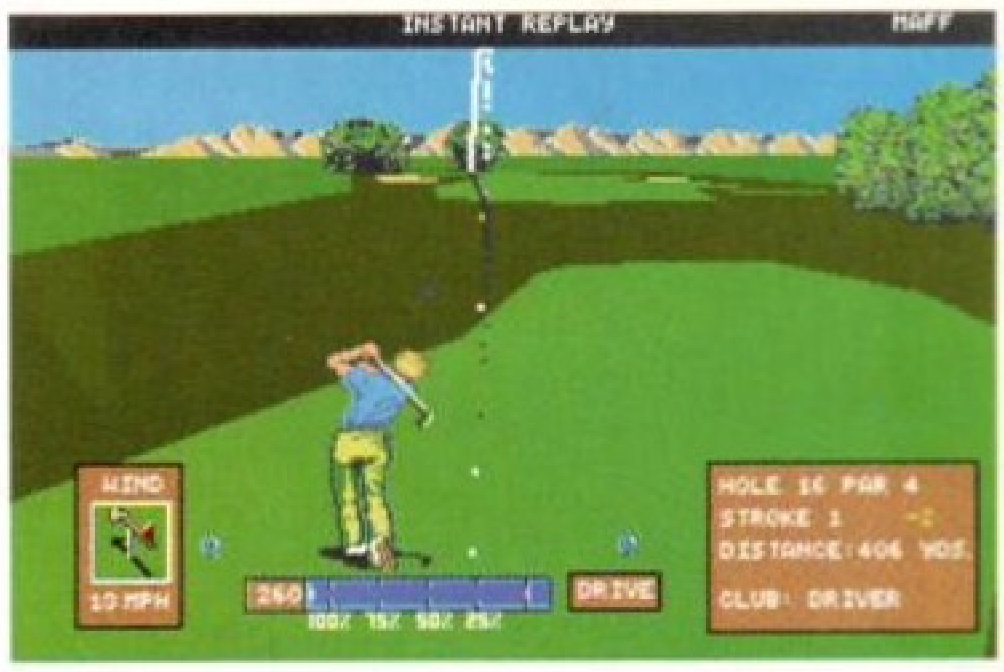
Three fabulous Canon Ion digital cameras to be won as Electronic Arts celebrate the release of Deluxe Paint IV, possibly the biggest event in non-games software for the last two years...

...and 10 runners-up will collect the Electronic Arts game of their choice!













THE LOW-DOWN

"Why," you might well be asking yourself, if you were a member of one of those perfect TV families who appear in all the advertisements, "Why would they want to give away a fabulous new Canon Ion, the digital electronic camera that captures still frame-grabs just as if they were photographs?' Well, there is one obvious reason: Electronic Arts' excellent updated paint and animation program - the only one, incidentally, that works not only in the 4,096-colour HAM mode but also in all the Amiga's other screen modes too – can use images grabbed by a Canon Ion and downloaded to an Amiga. Imagine the fun possibilities: touching up your holiday snaps in *Deluxe Paint IV* or getting out and about with complete freedom to capture images for your on-screen painting. What larks, eh?

Modestly, we reckon this is an amazing prize. After all, who'd spend £300 on one of these frivolous items for themselves? Anyway, three lucky first prize winners will have a heap of free fun with one of these gadgets, while another 10 will pick the game of their choice from EA's enormous catalogue. (I'd go for *PGA Tour Golf* if I were you - Ed).

THE QUESTIONS

1 What is an ion?

a Something you flatten clothes with.
b Something you keep to watch things.
c A charged atomic particle.

2 What is a canon?

a The bottom of a ring-pull.
b A big gun.
c A religious bod.

3 Which of the following is 'Deluxe Paint' an anagram of?

a Pixieland tuna
b Unpixelated
c Tuxedo pile

THE WAY TO WIN

All you have to do to get your chance at winning this fabulous piece of photographic technology is work out the answers to the three easy questions we just asked you and write them down on the back of a postcard (if you can't get a postcard a stuck-down envelope will be fine) along with your name, address and - don't forget this, it's important! - your telephone number. Then stick a stamp on it and whack it in the post to 'No, it's not Dulux paint!' Compo, *Amiga Format*, 29 Monmouth Street, Bath BA1 2DL. All entries must reach us by October 18, or they'll be ignored.

THE RULES

Employees of Future Publishing and Electronic Arts (including their agents) are not allowed to enter. Also excluded are people who haven't read this page, those who can't read at all and those who don't want to win any of the prizes. The judges' decision is final and no correspondence will be entered into, no matter how much you stamp your feet. No cash or other alternative to prizes will be offered - you'll just have to grateful for what you receive.

UNIVERSAL OVERNIGHT DISTRIBUTION LTD

If you need cheapo "no name" disks & cut throat prices, please ignore this advert

Tel: 0228 512131 (24 hour order lines) • Fax: 0228 514484
Unit 26, Enterprise Centre, James Street, Carlisle, Cumbria, CA2 5BB

HIGH SPECIFICATION 3.5" DISKS

	Our Brand	BASF
50 DSDD	44p each	49p
100 DSDD	40p each	44p
250 DSDD	36p each	41p
500 DSDD	35p each	38p

Individually wrapped, 100% certified and guaranteed 3.5" DSDD 135tpi disks with labels.

DISK BOXES



Lockable high quality disk boxes at unbeatable prices:

Qty:	1+	3+	6+
50 cap	£5.99	£5.25	£4.99
100 cap	£6.99	£6.25	£5.99

12 capacity library cases...Five for £5.75

3.5" DISKS WITH BOXES

25	Disks with locking disk box	£17.95
35	Disks with locking disk box	£22.95
45	Disks with locking disk box	£26.95
55	Disks with locking disk box	£31.95
80	Disks with locking disk box	£39.95
160	Disks with locking disk box	£71.95
240	Disks with locking disk box	£122.95

All Universal brand disks exceed ANSI standards, contain free labels and are probably the best buy on the market.

Individually wrapped 100% guaranteed DSDD disks

Remember - Prices INCLUDE VAT AND POSTAGE

DUST COVERS



Amiga and Atari Dust covers. High quality covers protect your Amiga or Atari keyboard

1+	3+	6+
£3.75	£3.25	£2.99

QUALITY COMES FIRST AT UNIVERSAL!

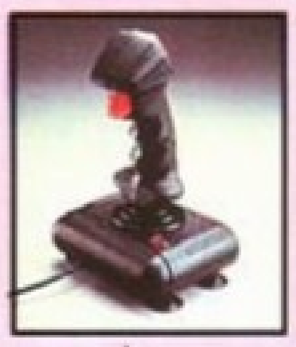
ACCESSORIES

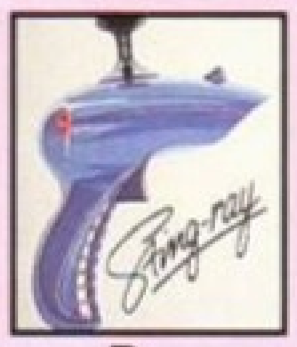


Mouse Mat:	£2.99
Mouse House:	£1.99
3.5" Cleaning Kit:	£2.95
5.25" Cleaning Kit:	£2.95
IBM or AMIGA parallel printer cable:	£7.95
Universal plastic printer stands	£6.95
Extra disk labels (3.5") per 100	£1.50

WHY BUY CHEAP NO NAME DISKS FROM ELSEWHERE? OURS ARE 100% GUARANTEED ERROR FREE.

HIGH QUALITY JOYSTICKS


A



B


C


D


E

Suitable for Amiga's, Atari's, C64's, Amstrads, etc.

A: SV122 Quickjoy II Pilot	£7.95
B: Sting Ray with autofire	£15.95
C: SV119 Quickjoy II Junior	£5.95
D: SV124 Quickjoy II Turbo	£9.95
E: SV125 Quickjoy II Superboard	£17.95

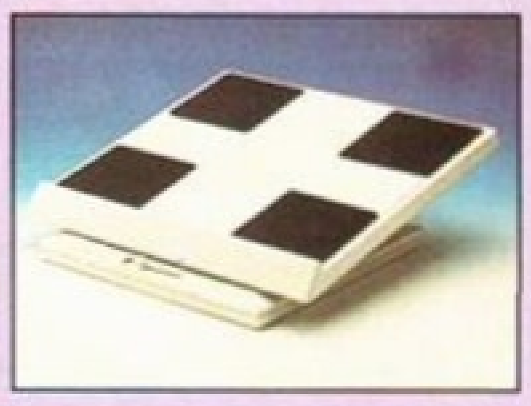
INFRA RED JOYSTICK CONTROLLER



The freedom connector enables you to use your joystick like an infra-red one! Simply plugs in between the computer and joystick. Features auto-fire 1-2 player game feature, 13 feet range & multi-directional infra-red detection.

Just £21.95 inclusive (requires batteries)

MONITOR STAND

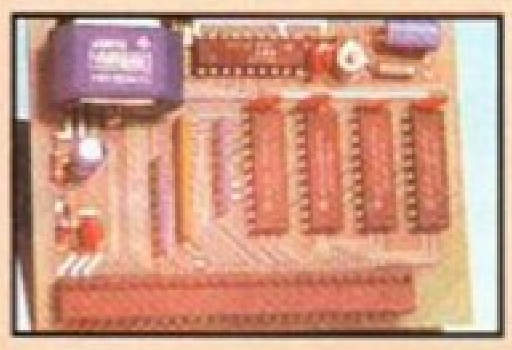


The monitor stand enables you to swivel your monitor in nearly any direction.

1+ £14.50 - unbeatable

High quality 14" Universal monitor stand takes any monitor from 12" to 16"

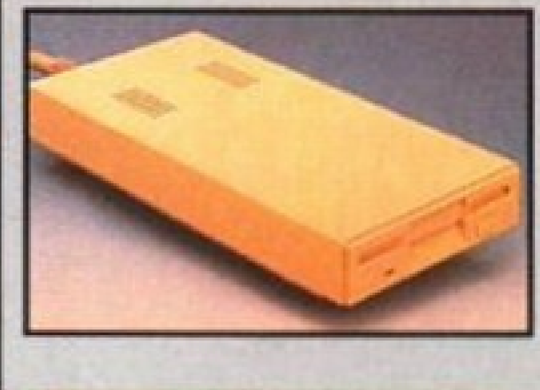
1/2 Mb MEMORY UPGRADE



Boost your Amiga's memory to 1Mb with or without built-in clock. Comes with a free 1Mb PD game!!

£35.99 with clock or £29.95 without

3.5" EXTERNAL DISK DRIVE



Our 1Mb drive is built to the highest specifications. It is very quiet and comes with a free blank test disk

Just £59.95 inc. VAT & P&P!

Access

ALL PRICES INCLUDE VAT AND POSTAGE!!

Universal only sell high quality goods and are a professionally run mail order company. Our sales lines are open from 9.00am Mondays to Fridays. After hours we have an answering machine where you can still place an order or leave a message.

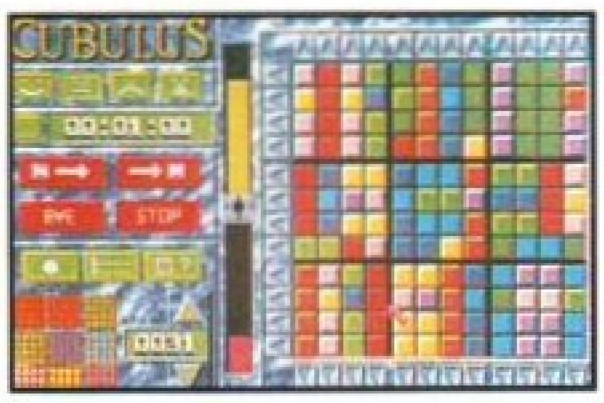


REPLACEMENT MOUSE

Our robust high quality replacement mouse has very smooth and accurate responses. It's a must.

Priced at only £19.95 - it's a bargain.

AMIGA PUBLIC DOMAIN



We only sell high quality public domain for the Amiga which are professionally duplicated. Why use any other company when we believe that our service is the best?

Abbreviations used

Brackets after titles = number of disks per set

(x) = 18 and over

Price per disk

1+ £1.50
15+ £1.25
30+ £1.00

GAMES

UPD047 Subculture
UPD016 Welltrix, Tetris
UPD027 Star Trek Quiz (2)
UPD049 Elvira Game Demo
UPD019 PD Games Comp
UPD035 Puggs in Space
UPD037 Eatmine
UPD041 Drip
UPD042 Fruit Machine, Pool
UPD043 Bull Run, Mase
UPD044 H Ball, Peter's Quest
UPD003 Golden Fleece, Chess
UPD004 ST Bash, Sorry
UPD007 Game Over
UPD010 Binox III

DEMOS

UPD302 Alcatraz Mega Demo (3)
UPD203 Red Sector Mega Demo (2)
UPD204 Budbrain (x 18 x (2))
UPD208 All New Star Trek (2)
UPD068 Universal Demo Comp
UPD075 Crusaders
UPD074 Ray Traced Demos
UPD018 Ray Traced Slideshow
UPD030 Various Demos
UPD031 Iraq Demo
UPD034 Scoopex Chromium
UPD040 Fred Fish Empire
UPD001 Music Demo
UPD002 Total Recall Slideshow
UPD005 Elvira Animations
UPD006 Music Modules
UPD008 Lotus & Unicycle
UPD009 Scoopex Mental Hangover
UPD012 Warriors Cruncher
UPD032 Mandle Mania
UPD073 Operation Vark
UPD072 Goldfire Megademo
UPD071 Amos Demo
UPD070 Universal Demo Comp
UPD069 Athrox Demo Comp
UPD067 Madness Megademo
UPD048 The Probe Sequence
UPD046 Agatron Slideshow
UPD045 Red Sector Demo (1Mb)
UPD056 Space Ace Demo
UPD055 Rebels Megademo (1Mb)
UPD084 Budbrain II Demo
UPD033 Cardamon Democ
UPD054 Fillet the Fish
UPD053 Vision Megademo IV
UPD079 Evil Dead Demo
UPD078 Phenonoma Enigma
UPD077 Intuition Megademo
UPD076 Barbarian Demo
UPD052 Total Destruction
UPD051 Dual Crew Megademo

MUSIC/DEMOS

UPD050 Music Samples
UPD066 Kaktus & Mahoney
UPD065 Clapping World
UPD064 Tropical Sunset
UPD063 Crusaders Does Genius
UPD062 Dmob Music Disk
UPD061 Rave - Acid House
UPD060 Street Tuff
UPD059 Rebels Megablast
UPD058 Batman Remix
UPD057 MCC Music Disk
UPD081 Crusaders Bacteria
UPD401 Sound/Noise Tracker (4)
UPD205 Monty Python (2)
UPD206 Blues House (2)
UPD082 Flash Digital Concert
UPD083 Flash Digital Concert (1)
UPD022 PD Art Prog (Animation)

UTILITIES

UPD017 Tetracopy Disk Copier
UPD020 Amiga C
UPD014 Utility Disk
UPD013 Utility Disk
UPD011 Sid - Cli Utility
UPD039 Fred Fish Utilities 402
UPD029 V Edit Wordprocessor
UPD026 Periodic Table, Atlas
UPD025 Fonts Disk
UPD024 Messy Dos

VIRUS KILLER PACK

WARNING! Viruses can kill data.

Our virus killer pack consists of four killer disks in a library case. It can detect nearly all known viruses

ALL THIS PROTECTION FOR £7.99

FANTASTIC HARDWARE OFFERS

1Mb AMIGA...WITH TEN COMMERCIAL GAMES PLUS A FURTHER FIVE PD GAMES ...AND THERE'S MORE!

• Mouse mat • Mouse house • Dust cover • Joystick • Blank disks • 1/2Mb upgrade • TV Modulator • Disk box • 1Mb disk drive • 4096 colours • Multi-tasking • Amiga Basic • Stereo sound • Manuals...and much, much more...

ASTRA PACK INCLUDED

ALL FOR JUST £398.00

BASIC AMIGA PACK

Consists of Amiga 500 plus the Astra games pack for just **£362**

Amiga 500 without Astra games pack...
A bargain at £338
from such a reputable company.

FINANCE: Let us arrange monthly payment terms for you. If you are over 18 why not call us? Repayments from £18 per month

THE ASTRA PACK

consists of ten quality commercial games worth over a staggering £230 RRP

COMPETITION

You could win a £50 mail order voucher - just dial

0898 886 200

Calls charged 34p/44p per min

HOW TO ORDER

To order by telephone simply quote credit card number with expiry date on (0228) 512131

To order by mail make cheques or postal orders payable to: "Universal Overnight Distribution" and post to Unit 26 Enterprise Centre, James St, Carlisle, CA2 5BB

POSTAGE AND VAT INCLUDED

Overnight courier service £7.99
Minimum order value: £10.00
Major credit cards accepted

ALL PRICES INCLUDE VAT AND POSTAGE!!

VISA

Jason Holborn takes a look at a new emulator that manages to turn your Amiga into a hybrid Apple Macintosh and all for a fraction of the price of a new Mac.



A-Max II

Macintosh Emulator ■ £150 (£250 with ROMs)
Readysoft

BELIEVE IT OR NOT, your Amiga has a lot in common with Bobbie Davro. It may not quite be able to manage a convincing John Major impression, but it can do some pretty decent impressions of its own. And, unlike Bobbie Davro, the Amiga doesn't have to practice its impressions over and over again in the mirror. If you get an Emulator, your Amiga can instantly mimic such machines as the Mac, PC, ST, BBC and even the humble Sinclair Spectrum.

So what is an emulator? Put plain and simply, it's a program that allows your Amiga to run software designed for other computers by mimicking the operating system of the machine in question. While the emulator is running, the Amiga behaves almost exactly the same as the machine that is being emulated, thus allowing you to run software that is not available for the Amiga.

But why buy an emulator? Why not just buy the computer itself? Well, it's quite true that you could buy the machine you need and run software on that, but this has a number of distinct disadvantages. For starters, emulators are usually considerably cheaper than buying the real thing, so they're financially a much better bet. But there are also other factors to consider. Can you afford the cost of an extra monitor? Have you got the desk space necessary to hold more than one computer? Have you got enough spare power sockets? Can you afford the extra electricity? As you can see then, the real McCoy isn't always the best bet.

The Apple Macintosh may not be a computer that most of us are ever likely to use, but it's a big name within the publishing industry. Believe it or not, the magazine you are reading right now was produced almost entirely using Macintosh computers running the powerful desktop publishing package *Quark XPress*. So, if you need a machine for desktop publishing, the Mac is a real natural.

Thankfully, though, you don't need to pay the high prices that Apple Macs command. Instead, all you need is A-Max, a powerful hardware-based emulator that will inject a little of that Mac magic into your humble Amiga, letting you run all those lovely Mac desktop publishing programs with ease. Now, with the recent release of the new improved ,

A-MAX 2 PLUS

Despite the fact that it should have been released over six months ago, there's still no sign whatsoever of ReadySoft's A-Max II Plus. This card-based Mac emulator connects internally inside an Amiga 2000 upwards, giving many of the advantages of the current A-Max II release.

Enhancements include the ability to directly read and write Macintosh format diskettes from within standard Amiga disk drives, full MIDI support, AppleTalk compatibility and full support for Mac serial ports. The latest we heard was that the American version would be finished at about the end of August, but you can be rest assured that we'll let you know as soon as the UK PAL version is released.

PC Emulators

KCS Power PC Board / £230 / Bitcon Devices 091 490 1919
ATonce / £200 / Silica Systems 081 309 1111
Bridgeboard (XT or AT) / Phone for price / Commodore 0628 770088

If you want an emulator which will allow you to run software designed for the IBM PC compatibles, then Amiga owners are absolutely spoilt for choice. For the A500, the two contenders for your cash are Vortex's ATonce and Bitcon's KCS Power PC Board.

The ATonce card is installed internally within the Amiga 500, so you may need an experienced electrician to fit it for you. Based around the speedy Intel 80286, ATonce is one of the fastest PC emulators around. Unfortunately, screen update leaves a lot to be desired and PC emulation can sometimes be rather shaky. A new version released soon should solve this.

If you're after a simple 'plug in and go' emulator, then look no further than Bitcon's excellent KCS Power PC card. The card connects to your Amiga 500 via the RAM expansion port and – as an added bonus – it also doubles up as a 512K RAM expansion, giving your Amiga a full Megabyte of RAM. The KCS card also runs at a very respectable rate, with screen refresh being the fastest of any PC emulator available. For Amiga 2000 owners, Commodore's own PC Bridgeboard emulators are a good bet. These days they can be picked up relatively cheaply, making them an attractive proposition. Available in both AT and the slower XT form, the Bridgeboard emulators consist of a plug in card and a 5.25-inch disk drive, both of which connect internally on the Amiga 2000 and 1500 upwards.



Much like ATonce, the Bridgeboard's are fully multitasking, allowing you to run both PC and Mac applications simultaneously. If you can, go for the AT model because the XT model is very, very slow with a Norton SI rating of just 1.0.

ST Emulators

Medusa Card / £150 / Macro Systems 01049 6171 73048
Chameleon / £30 / George Thompson Services 077082 234
PD ST Emulator / £3 / Deeper Domain 081-204 3954

For a machine that is so closely related to the Amiga, it took a surprisingly long time for ST emulators to be released on the Amiga. One of the first was the Medusa Card from German developers Medusa. This £80 package consists of a program disk and a tiny I/O board that must be fitted inside your Amiga.

Like most emulators, the Medusa card requires you to obtain a copy of the ST's operating system (TOS) on disk as a binary file. Luckily Medusa do include a ripper program, so a quick trip around to your friendly ST owner is all that is needed. The emulator fully supports all three ST screen modes on a standard Amiga monitor and runs a fair percentage of software.

Another German ST emulator is *Chameleon*, a software-only package that bears more than a passing resemblance to the Medusa card. Once again *Chameleon* requires you to obtain TOS on disk, although that all-important ripper tool is not included, so things are made somewhat more difficult. *Chamaleon* can do everything that the Medusa card does, but does it at a fraction of the cost.



A far better bet than either of these emulators is the PD ST Emulator which is available from a number of top PD suppliers. This emulator actually has a copy of TOS built into it, so it can be run almost instantly. It too fully supports all Atari screen modes, but the standard of emulation is not really as good as the other two.

non-biological A-Max II, there seems little point in shelling cash out for the real thing.

The A-Max II package consists of two disks and a rather ugly grey box that just plugs into the disk drive port of your Amiga. Before you can get it to strut its stuff, however, you must first install a set of 128K Macintosh ROMs inside the cartridge. These can be either bought separately or pre-installed from Entertainment International.

You can also continue to use your external drives while the A-Max cartridge is installed thanks to a pass-thru connector at the rear of the unit. There's also a rather obscure extra connector which won't be familiar to most Amiga owners. It is, in fact, a connector for a Mac disk drive, which will allow you to directly read and write Macintosh format disks under A-Max control.

Obtaining ROMs isn't the only problem. Before your hybrid Mac can boot up, you'll need to obtain the Mac operating system files on disk. And, surprise surprise, these aren't included, so you'll have to find a very friendly Mac owner who is willing to part with the necessary System and Finder files. They also need to be on a special A-Max format diskette, so you'll need access to the Mac yourself to be able to transfer the files.

Once you've finally got your Mac boot disk and ROMs, you're ready to enter the world of Macintosh. So just boot up the A-Max II software, set the screen resolution you want and click on 'Go Macintosh'. After a few seconds you will be prompted to insert your Mac boot disk. If everything is fine, the Mac desktop environment will appear.

From now on, your Amiga works in exactly the same was as a standard Mac Classic. If you've got a Mac disk drive, you can start running Mac software straight away.



This configuration screen allows you to alter A-Max II's configuration to suit your Amiga set up.

A-Max II
£150 (£250 with ROMs)
Entertainment International
0268 541126

Quite a few packages work under A-Max, even more so under A-Max II. I managed to get programs like *Quark XPress*, *MacWrite*, *Adobe Illustrator*, *MicroSoft Word*, *HyperCard* and even *Mac Tetris* working without any problems. They run at a very healthy speed too, which is unusual for an emulator.

If you have a hard disk, A-Max II now allows you to set up a Mac-compatible partition which can be used to store larger programs and data. Macs are terrible for disk-swapping, so it's well worth investing in a hard drive if you intend using A-Max II seriously. Another advantage is that A-Max II can boot from hard disk, so you don't need that boot disk anymore. Not every hard disk is supported, however. The current release supports a pretty comprehensive range of drives including the Commodore 2090A, 2091, A590, GVP and ICD drives, but it is probably well worth checking that your hard drive is supported before taking the plunge.

Version 2 of A-Max now supports Mac digitised sound. These range from the simple Mac system beep to some quite complex samples. Most samples play OK, but longer samples often result in A-Max crashing so it's well worth restricting their use as much as you possibly can. Not only this but they fill up hard disk space and swallow up valuable RAM, so you're much better off without them.

Another new addition that is incorporated in A-Max II is SCSI support, which (as long as you've got an SCSI interface connected to your Amiga) will allow A-Max II to directly access Mac-compatible SCSI devices including (theoretically) scanners and Macintosh hard drives.

The original A-Max was a really great emulator, but A-Max 2 is much, much better. It's one of the few emulators that I've come across that could truly be used as a genuine alternative to the real thing. So, if you want to run Mac software, then you need look no further than A-Max II.

A-Max 2

SPEED ●●●●●
On a basic A500, A-Max hurtles along. On an accelerated Amiga, it leaves a Classic standing!

DOCUMENTATION ●●●●
A little brief, but everything you really need to know is there.

ACCESSIBILITY ●●●
Obtaining Mac ROMs isn't a problem, but you'll need access to a real Mac to get the OS.

FEATURES ●●●●
It does everything that a real Mac can do! Colour support would have been nice though.

VALUE ●●●●
Very good, £250 for a fully-operative Mac is a real bargain!

AMIGA FORMAT Verdict **85%**

BBC Micro

The Emulator 2.0 / £50 / Commodore 0628 770088

Because of Acorn's dominance of the educational market, Commodore developed a BBC emulator for the Amiga. Called 'The Emulator' and now available in its second release, it is one of the best available in terms of speed and compatibility.

The speed of BBC emulation is so fast that many programs run faster on the Amiga than they do on the relatively nippy BBC. Particularly affected are programs written in BBC BASIC – these can run up to seven times faster on the Amiga. The emulator also supports the full 6502 instruction set, therefore many legally written BBC machine code programs will run without problems.

Version 2 fully supports reading and writing of BBC and Archimedes format diskettes, making porting software over onto Amiga disk easier. It also has its own built-in comms software, allowing the Amiga to talk to a BBC via the serial port.



Spectrum

Spectrum Emulator / £ N/A / DigiMail SRL 01039 02426559
PD Speccy Emulator / £3 / Deeper Domain 081-204 3954

Emulating the aged Sinclair Spectrum may sound like the kind of task that the Amiga could do with its arms tied behind its back, but it has taken a surprising amount of time for a working emulator to arrive.

Available commercially is an emulator from Milan-based DigiMail SRL. This has an emulator program itself and a small interface that lets a Spectrum tape recorder be connected to the Amiga via the parallel port. This allows Speccy games to be loaded from tape and dumped straight out onto Amiga disk.

Another contender is the PD Spectrum emulator. This dodgy character isn't just available on its own – we've already seen several PD suppliers selling the thing with commercial Spectrum games built into it. In particular, one supplier was selling the emulator with no fewer than 20 games built in!



Commodore 64

C64 Emulator 2.0 / £50 / ReadySoft 0101 416 731 4175
A64 / £3 / Deeper Domain 081-204 3954

With so many C64 owners upgrading to the Amiga, it was obvious that someone would produce an Amiga C64 emulator. The first was the ReadySoft C64 emulator which sold for 50 quid. This consisted of software and a tiny hardware gadget which allowed a C64 1541 disk drive to be connected and used by the Amiga. And it certainly did the job, with the vast majority of C64 games and utilities working without problems. Even programs using complex C64 raster graphics worked fine, although the speed of emulation left a lot to be desired.

An even better bet though is the A64, a brilliant PD C64 emulator. Like the ReadySoft emulator, the developers can supply you with a little widget which will allow the 1541 to be connected to the Amiga. The A64 also seems faster than ReadySoft's offering so is probably the better bet.



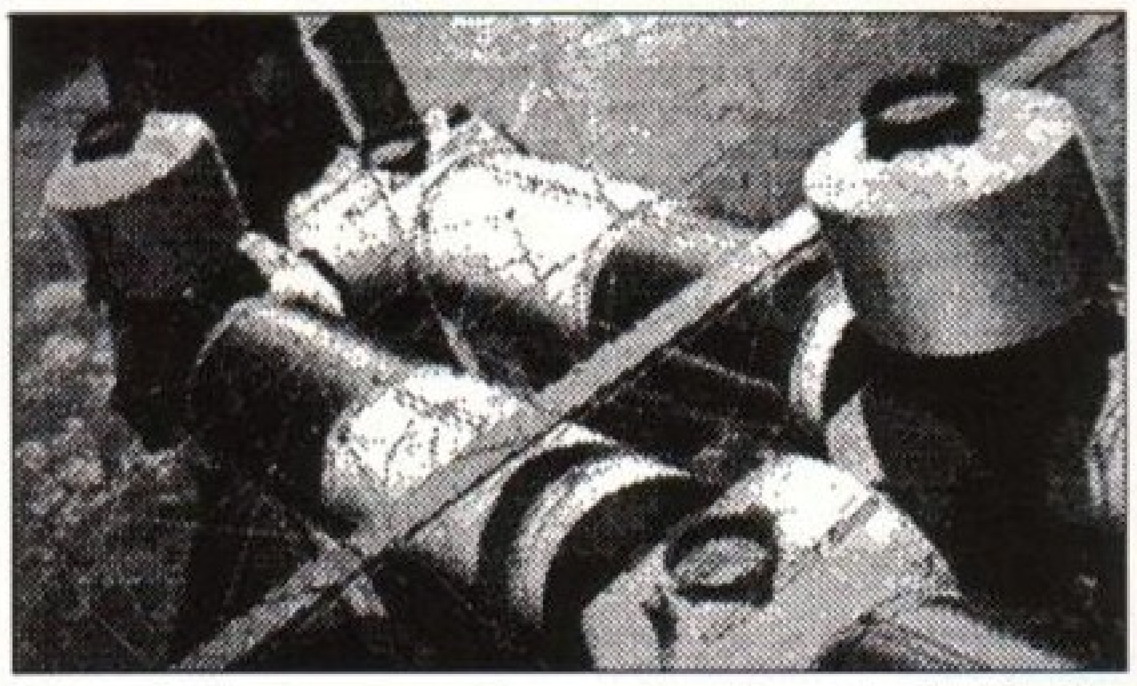
SaxonScript

P·R·O·F·E·S·S·I·O·N·A·L™

Now Available!

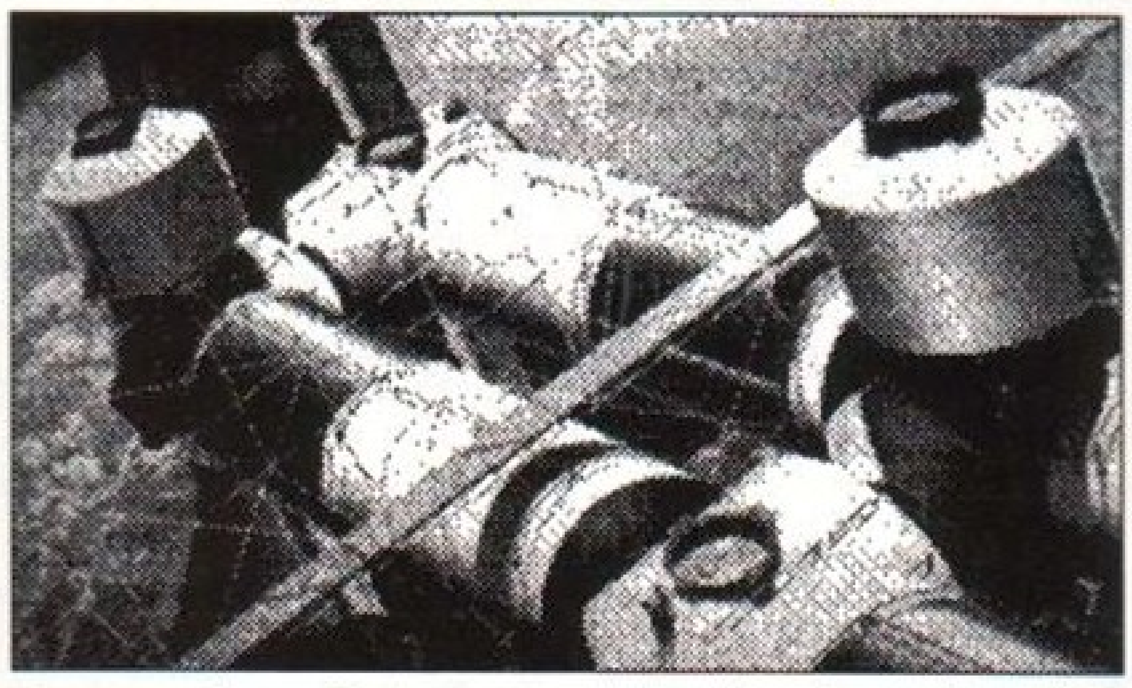
Introducing **SaxonScript Professional,**™ the most powerful and sophisticated *PostScript Interpreter* available on the commercial market. It's like turning your *dot matrix, ink-jet* or *laser printer* into a full fledged PostScript printer, with the added flexibility of being able to edit and manipulate individual files! **On printers equipped with resolutions of 300 dpi or more, the output quality of SaxonScript Professional actually *exceeds* that of 300 dpi Adobe PostScript laser printers!** Halftoned areas in particular, are consistently sharper, more detailed and feature better transitions between various levels of grey than comparable images produced by using PostScript.

PostScript Output at 300 dpi



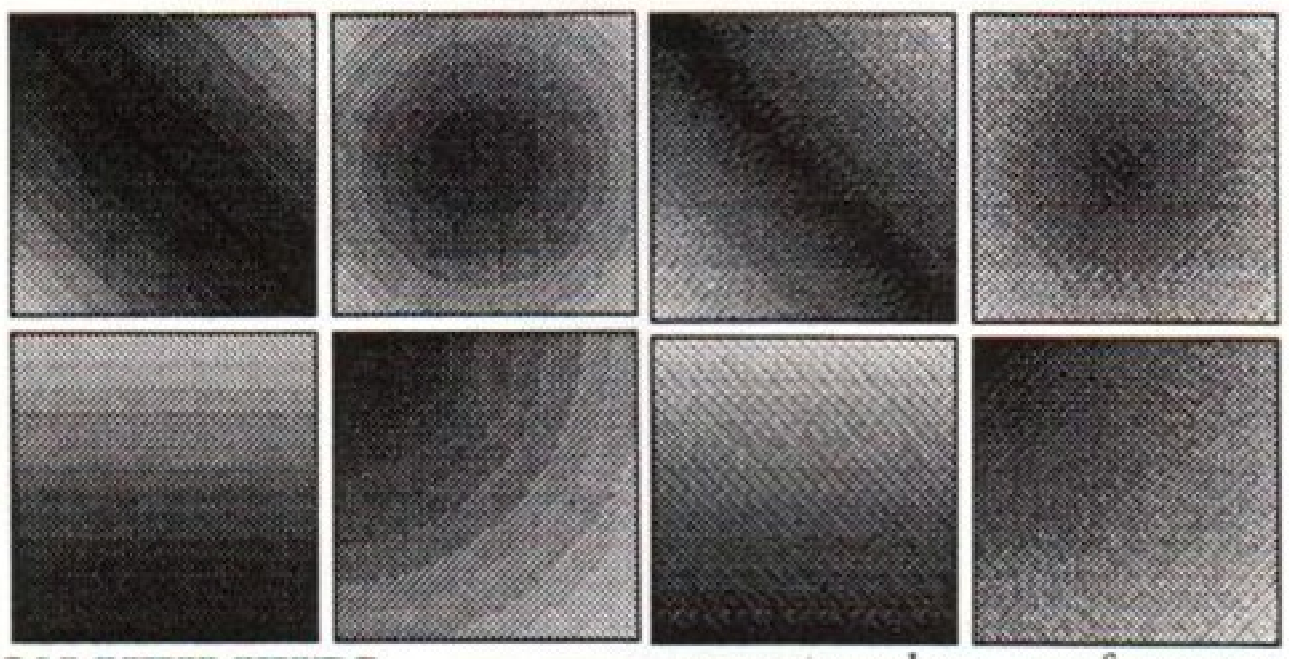
When pixel values cannot be reproduced exactly, **PostScript** renders the affected pixels in the closest *darker shade* available at the given screen density. *Subtle details are inevitably lost as a result.* PostScript halftones also tend to have a grainy appearance because of PostScript's inability to produce irregularly shaped halftone cells.

SaxonScript Output at 300 dpi



Because SaxonScript's algorithms intelligently switch between *halftoning* and *dithering,* any pixel value can be accurately reproduced. Notice the greater detail found in this image. *SaxonScript's* images are also sharper and crisper than comparable PostScript images because of the program's unique ability to create **irregular halftone cells.**

PostScript's approach to halftoning limits the maximum number of possible greys to a function of both resolution and screen frequency. At lower resolutions, this gives rise to the creation of very visible bands of grey which degrade the overall quality of printed images.



Our unique approach to halftoning does not limit the number of grey levels which can be printed. Consequently, no banding is visible in areas containing colour gradients. This permits smoother transitions and enhances the overall quality of printed images.

FONT CONVERSION UTILITIES

SaxonScript Professional supports *all PostScript downloadable fonts,* including **Compugraphic** and **Adobe Type 1** fonts. Custom utilities further allow you to convert PostScript fonts in ***Amiga Bitmap*, *Saxon Publisher*** or ***Adobe Type 1*** formats for use in a variety of different applications!

IMAGE CONVERSION UTILITIES

Convert your PostScript files into **IFF, EPS,** or **DR2D** formats for manipulation in various *paint programs* and *desktop publishers!* Or attach IFF headers to your EPS files, effectively allowing you to *view EPS files on screen!*

PRINTING UTILITIES

Preview linotronic files for potentially costly errors *before* sending your output to a service bureau. Print PostScript *directly* to the screen display to obtain accurate colour proofs on screen. Using the included **moire testing program,** you can also test screen angles and densities for visible artifacts *before* printing! After verification, ***SaxonScript's*** proprietary *compression algorithms* can be used to ***compress*** your PostScript files into a more compact PostScript format for faster, i.e., much less expensive output.

SaxonScript Professional is available at your nearest dealer for only £99.95 inc. VAT! A *free copy* of *SaxonScript Professional* is also included with every purchase of *Saxon Publisher V1.2.*

SURFACE UK LIMITED
5 ROCKWARE AVENUE,
GREENFORD
MIDDX
UB6 0AA

TEL: 081-566 6677
EXT: 204/205
FAX: 081-566 6678

FEATURES

- **True virtual memory** for compatibility with low memory Amigas, or under conditions of heavy multitasking.
- A powerful **PostScript Interpreter** featuring the implementation of all of the standard PostScript operators.
- Support for **all** Preferences printers.
- A standard set of fonts, matching those most commonly found in PostScript printers: **Avant Garde, Bookman, Century Schoolbook, Courier, Helvetica, Palatino, Times, Zapf Chancery** and **Zapf Dingbats.**
- Support for **all** *Postscript downloadable fonts* including **Compugraphic, Adobe Type 1** and **Adobe Type 3** fonts obtained from any number of different sources. *Any* PostScript font on an Amiga disk can be manipulated within ***SaxonScript Professional.***
- Conversion of PostScript fonts into *Saxon Publisher, Amiga Bitmap,* or *Adobe Type 1 formats.*
- A full colour **PostScript screen preview** which is *100% accurate* to the limitations of the screen display.
- The ability to convert PostScript files into a **compressed PostScript format** for faster output at service bureaus.
- The ability to test screen angles and densities for **moire patterns** before printing.
- The ability to integrate individual separations into a single full-colour document for **accurate colour proofs** on colour printers.
- The conversion of PostScript files into **IFF, EPS, EPSF,** or **DR2D** formats for editing and manipulations in various applications.
- Automatic sensing of **68881,** or **68882.**
- Implementation of **all** standard PostScript operators.
- An open architecture to allow customisation by PD programmers.
- *Delayed printing and print to disk* options.

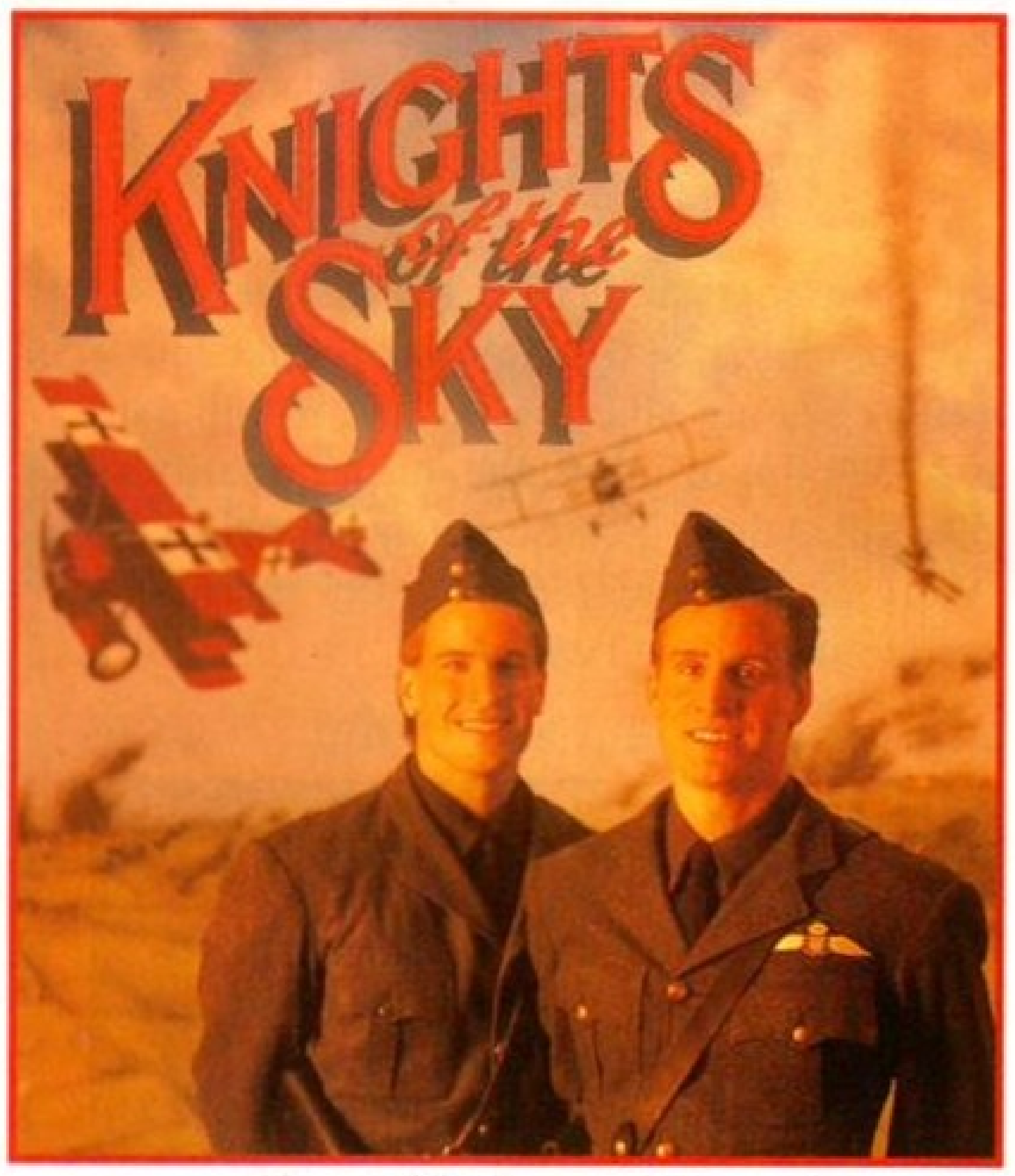
MIN REQ: 1 meg, 2 drives.

*Amiga is a registered trademark of Commodore-Amiga Inc.
*All other products mentioned herein are the property of their respective owners.

Surface UK Limited

Dealer Enquiries Welcome

Knights Of The Sky









Dogfights, Duels and Daring

During World War I, aerial technology first made it possible to take battles to the sky, in the dogfighting machines which flew without the radar, computerised defences and lock-on weapons used today.

It was an age where pilots learnt their craft the hard way and depended on their skill alone. Now MicroProse, creators of modern jet simulators F-19 Stealth Fighter and F-15 Strike Eagle, bring the glory days of flight to your computer.

Super 3-D Graphics convey the dogfighting experience like no other game ever has. Enemy planes aren't mere specks in the sky several miles away; they're in full view - rotating, diving, firing - just 20 yards away. Close enough to see the silk scarf of an enemy pilot flapping in the wind, and hear the pitched sounds of furious battle in crisp detail.

More than just pretty art and canned missions, Knights of the Sky takes you through the entire duration of the First World War, the aerial advancements of the period developing alongside your skills.

You can fly 20 planes, including every major fighter in W.W.1., navigating by accurately mapped trenches, roads, cities, aerodromes and anti-aircraft guns.





IBM and Amiga screen shots shown. Actual shots may vary.

In the gallant tradition of the ancient knights, you can even challenge an opponent to a direct head-to-head dogfight on connected computers to determine who is truly World War I's Ace of Aces.

Knights of the Sky will be winging its way into all good software stores soon for your Commodore Amiga, and is already flying high for IBM PC Compatibles.

MICROPROSE™
SIMULATION • SOFTWARE

MicroProse Ltd. Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8DA.

AMIGA PACKS

CARTOON CLASSICS

AMIGA 500 KEYBOARD
BUILT-IN DISK DRIVE
1MEG MEMORY
MOUSE
TV MODULATOR

LEMMINGS
THE SIMPSONS
CAPTAIN PLANET
DELUXE PAINT 3
MOUSE MAT

FREE TUTORIAL VIDEO £367.99

1 MEG RAM

SCREEN GEMS

AMIGA 500 KEYBOARD
BUILT-IN DISK DRIVE
1MEG MEMORY
MOUSE
TV MODULATOR

BACK TO THE FUTURE 2
KNIGHTBREED
DAYS OF THUNDER
SHADOW OF THE BEAST 2
DELUXE PAINT 2
MOUSE MAT
DUST COVER

FREE TUTORIAL VIDEO

£367.99 *(Whilst stocks last)*

1 MEG RAM

CLASS OF THE 90s

AMIGA 500 KEYBOARD
BUILT-IN DISK DRIVE
1MEG MEMORY
MOUSE
TV MODULATOR
10 BLANK DISKS
MOUSE MAT

PROWITE 2.5
DELUXE PAINT 2
DELUXE PRINT 2
INFOFILE
MUSIC MOUSE
AMIGA LOGO
BBC EMULATOR
FREE TUTORIAL VIDEO

£457.99

1 MEG RAM

PACK 2 — £599.99

CARTOON CLASSICS +
PHILIPS CM8833 mk2
STEREO MONITOR
+ cable & dust cover.

PACK 3 — £509.99

CARTOON CLASSICS +
CITIZEN 120D+ PRINTER
+ cable & dust cover.
(WITH STAR LC10 PRINTER - £519.99)

PACK 4 — £564.99

CARTOON CLASSICS +
CITIZEN SWIFT 9 COLOUR
+ cable & dust cover.
(Add £230 to include Philips CM8833-2)

HARD DRIVES. *= NEC SCSI Drive

A590 20meg + 0meg RAM	£289.99
A590 20meg + 1meg RAM	£319.99
A590 20meg + 2meg RAM	£349.99
DATAFLYER 500 56meg *	£369.99
DATAFLYER 500 130meg*	£599.99
DATAFLYER 2000 56meg*	£324.99
DATAFLYER 2000 130meg*	£499.99
A590 56meg UPGRADE KIT*	£249.99
A590 130meg UPGRADE KIT*	£429.99

All NEC hard drives supplied formatted & ready to use.

CITIZEN PRINTERS. (2YR WARRANTY)

Amiga Driver disk included.

CITIZEN 120D+	£144.99
CITIZEN 124D (24 pin)	£199.99
CITIZEN SWIFT 9 COLOUR	£199.99 *
CITIZEN SWIFT 24 COLOUR	£299.99 *

FREE PRINTER CABLE
+ FREE Pack of paper if you collect.
* SPECIAL PRICES

STAR PRINTERS

STAR LC10 B/W	£154.99
STAR LC200 colour	£209.99
STAR LC24-200 B/W	£259.99
STAR LC24-200 colour	£309.99
STAR LASER 4	£1249.99

FREE AMIGA CABLE
+ FREE Pack of paper if you collect.

COLOUR MONITORS.

PHILIPS CM8833 mk 2 * £239.99
COMMODORE 1084S* £269.99
INTRA 14" hires multisync - flicker fixer compatible. 1024*768 £349.99
* = stereo speakers built-in. Intra has no speakers - use a ZYFI stereo system - ONLY £39.99 extra.
FREE CABLE WITH ALL MONITORS.

SUPER GAMES & ACCESSORY PACK.

RVF HONDA
POWER PLAY
SHUFFLE PUCK CAFE
TOWER OF BABEL
DATASTORM; E MOTION
GRAND MONSTER SLAM
DUNGEON QUEST
SOCCER; KID GLOVES
MICROSWITCH JOYSTICK
10 SONY DISKS & LABELS
MOUSE HOLDER
TAILORED DUST COVER

Total value over £250 ONLY £32.00 EXTRA with any Amiga pack.

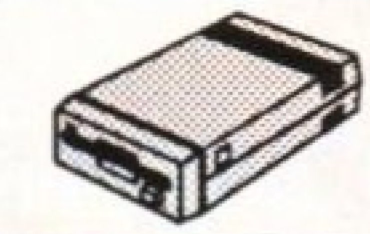
BASIC 1 meg AMIGA PACK
ONLY £329.99
Whilst stocks last.

AMIGA 1500 £659.99
AMIGA 2000 with 40meg HD from £1149.99.
AMIGA 3000 from £2299.99

EXTERNAL 3.5" DISK DRIVE.

ROCTEC RF332C ONLY £54.99

Slimline steel case. - only 0.9" high. Disable switch. 1meg (unformatted). Low power consumption. Thru port.



LOW POWER, 4 CHIP DESIGN, WITH ON/OFF SWITCH

LOW COST 1/2 MEG UPGRADES.

WITHOUT CLOCK & BATTERY. £26.99
WITHCLOCK & BATTERY £29.99

Write or phone for FREE price lists.

AMIGA SUPERMARKET

ALL PRICES INCLUDE VAT & CARRIAGE

C/CARD SALES: 0274-691115

HOW TO ORDER. - NO HIDDEN EXTRAS.

Prices valid from 1-9-91.e&oe.*

BY PHONE.: Just call our sales hotline & order using your Access/Mastercard or Visa for sameday despatch. . We don't charge you until the goods are despatched.

BY MAIL: Simply send your order, name & address + day time phone no, & cheque or POs (made payable to TRILOGIC), or enclosed your C/Card no., expiry date & signature.

CARRIAGE. All goods are sent by return of post (subject to availability) postage paid.

Next working day (ie not sat or sun) delivery, (UK mainland exc Scottish Highlands) is £7.50 extra. Orders over £500 are sent next day delivery FREE of charge. (Cheques must clear before goods are despatched)

Worldwide exports a speciality & OFFICIAL orders from gov't & educational establishments welcome.

CALLERS WELCOME - Hours: 8am-6pm Mon - Fri. 8am-4pm Sat. * but subject to manufacturers price increases.

TRILOGIC, Dept AF,
UNIT 1,
253 NEW WORKS RD,
BRADFORD, BD12 0QP
Enquiries: 0274 678062
Fax: 0274 600150

Do you want an invisible hard disk? **PAT McDONALD** takes a look at the Novia30i, a hard disk that keeps itself out of sight.

Novia 30i

Internal Hard Disk ■ £399 ■ ICD

THE REASON FOR getting a hard drive escapes many people. They are expensive (compared to the price of an Amiga), they don't drastically improve programs and apart from being a big, fast disk, they appear to be a complex piece of yuppie junk.

It's a very different story when you actually get your hands on one. A hard disk is best imagined as a permanent storage space which isn't affected when the computer is turned off (unlike a computer's memory which vanishes at the flick of a switch). You can put many different programs and lots of data files onto a hard drive, depending on how big it is.

Hard drives come in many sizes, always catergorised by Mb (MegaBytes – 1,024 X 1,024 or 1,048,576 characters). Usually the smallest size is 20 Mb, and the greatest is about 300Mb. So with even a small hard disk like the Novia, you can have your favourite word processor, paint program, sound sampler, DTP, extra fonts and so on, and still have lots of space to store your work on. The Novia comes in 20 Mb and 30 Mb sizes.

Add to this the extreme speed of hard disks (typically a quarter or less waiting time than floppies) and you can understand that a hard disk can form the heart of a very flexible computer system. If you're just a games freak, though, then you'll be disappointed to learn that few games will go onto hard disk (generally simulations/strategy/adventure games are usually fine).

The best feature is (so long as you have Kickstart 1.3 fitted, and the majority of Amigas fall into this category) that a hard disk will automatically start working – "autoboot" – when you turn the machine on. Imagine never having to swap a floppy disk again. If you don't know your Kickstart number, it's displayed by the hand icon when you turn the machine on.

The A500 only has one connector on the outside to connect a hard disk to: it's the long double row of contacts on the left-hand side of the machine. Up until now, that's where all hard disks connected onto the A500.

This has caused a couple of problems. For one thing, that's where very large memory expansion boards plug in, although nowadays most hard disks can have extra memory for the computer too.

The real hassle is that some expansion units (freezer cartridges like the Action Replay II are the chief culprits) insist on being plugged in there too, and they don't have through ports either – you can't plug hard disks into the back of them. So you have to disconnect one to use the other.

Internal hard disks like this one don't have that problem, simply because they don't go on the outside expansion connector. If you have one of these, you don't have to chop and change. They also have the benefit of not taking up any extra desk space – the A500 is quite large enough without putting any extra boxes on the side.

Attaching a Novia hard drive is similar on any Amiga (they work with every model with 1Mb of RAM or more, except an A3000). First, you have to unscrew the case of the computer – this invalidates the warranty of the machine, which is worth bearing in mind.

Next, you have to find the 68000 central processor chip, and lever it out of its socket with a flat-bladed screwdriver or a similar tool. Pop a small circuit board into the socket, plug the chip into a socket on the top, and you're nearly there.

All that's left to do is connect a cable from the board to the hard drive, and position the hard drive (which is the size of a packet of cigarettes) somewhere convenient in the machine. Screw everything back together and you're there.

The manual helps with this procedure, but it suffers a bit because it also includes instructions for the AdSCSI 2000/2080 boards, which are a totally different kettle of fish. A couple of illustrations would have been very useful too. There is a lot of general information on hard drives though, which is interesting if not immediately helpful.

The most obvious feature of the Novia is that it's extremely quiet. When the Amiga is screwed back together you'll be hard pressed to hear any noise at all, totally unlike any other hard drive.

The drives are setup at the factory, and generally need few changes. If you want the drive split into more than one area (partition), then you'll have to do that yourself, but the only other modification I needed to do was to change the startup-sequence so that the keyboard was GB rather than USA – which is hardly life threatening.

The drive contained a minimal amount of programs and data – just a little slice of the Workbench disk really. Oddly enough there was no Shell icon on there, but after some copying it soon fitted my needs perfectly.

My needs? I have a real problem with my A500. Quite honestly, fitting an external hard drive is tricky, purely because of the lack of desk space. The Novia, with *Protext*

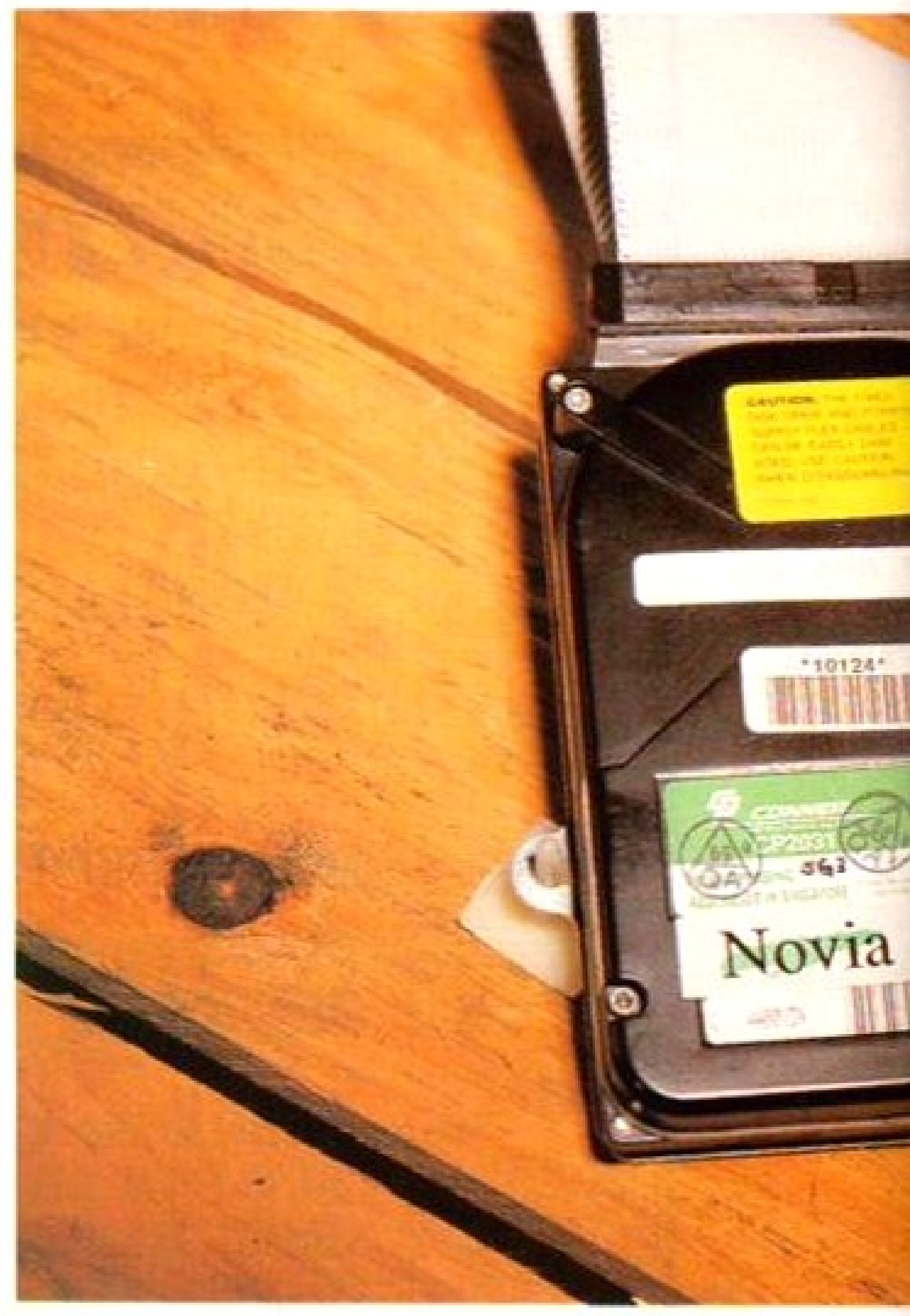
NOVIA 30i and PRIMA 105
Available from:
Power Computing
0253 734218

THE ICD MENTALITY

All of ICD's products are always to fit inside an A500. Sometimes they work with an A1500 or A2000 but they always work with an A500. Another ICD habit is to pack chips and components into the smallest possible space and to use as few components as possible. This has three main results. First, ICD boards use as little power as possible – neither of the hard disks made the power supply complain, even with extra memory.

Second, ICD boards tend to be cheaper because they use less components and purchase in bulk. Mind you, ICD have no direct competitors: I know of no other internal hard disks or massive internal memory boards.

Thirdly, packed printed circuit boards are difficult to repair. The good news is ICD boards are guaranteed for one year, and they are always willing to repair their old products. The software's an exception: back it up straight away, as after 90 days it will cost you to get it replaced.



THE SOFTWARE

With all hard disks comes a floppy disk containing the formatting and preparation programs to configure the hard drive exactly how you want it. ICD Formatter does the job, and does it well. It consists of a single screen, with all the options contained on control buttons – just point and click to change something.

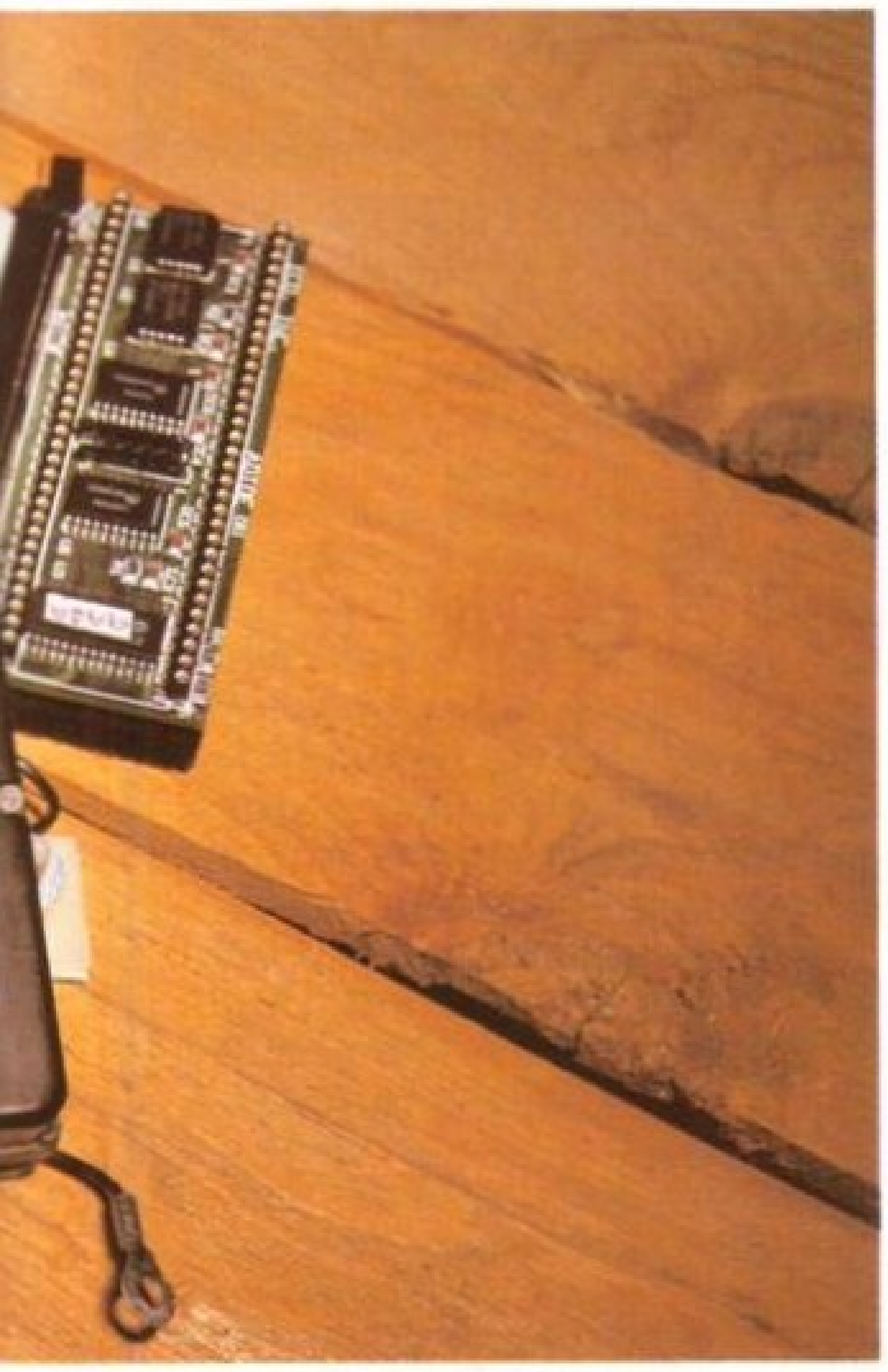
If this is the first hard drive that you've ever encountered, then ICD Formatter is slightly complicated – you'll probably need to read the reference section in the manual to get a good idea of how it all works. Still, it's a far cry from the early days, when hard drives were set up by typing obscure CLI commands.

(IN)COMPATIBILITY

One question which people often ask is "Does the Action Replay II work with an internal hard drive?". The answer is yes, but not necessarily how you expect it to. Many people assume that all the software and hardware will work fine with their new hard drive. Sadly this isn't always the case – not by a long chalk.

Quite simply, an awful lot of software is written to work with floppy disks only. Many Amiga programmers do not own (and have never come into contact with) hard disks. Some do not even use Amigas. It's not really surprising that products fall over when put onto hard disk.

The problem with the Action Replay cartridge is that the software makes no allowances for hard disks at all. It would be extremely simple in theory to have a program running and snapshot onto hard disk to play later – in practice it just won't work, because the cartridge cannot communicate directly with hard disk. You have to use floppies as an in between stage.



version 5, is ideal and could easily handle all the copy I write for the next three years or so.

There are some disadvantages to the Novia. There is no SCSI port, so you cannot connect more than one hard disk drive to your Amiga (external hard drives nearly always have SCSI connectors on the back). Secondly, I am unsure of whether it works with accelerator cards or not: they plug into the processor slot as well, although the ICD AdSpeed works well enough.

Thirdly, the mounting of the hard drive is not rigid – it's mounted on three sticky pads which cling to the main board of the computer. One severe knock and something could quite easily be damaged.

Then again, who juggles with their computer – it's a remote chance but still possible. The Novia supplies all the basic features of a hard drive well. So if you do want a large capacity hard drive or possibly two, then it's not for you. On the other hand, if you just want one hard drive, preferably out of sight,(out of mind?) then the Novia is well worth considering.

ICD Novia 30i

SPEED ●●●
Acceptably fast, but not awe-inspiring when dealing with very long files.

DOCUMENTATION ●●●
Tells you most things you need to know – and a lot of stuff that you don't.

ACCESSIBILITY ●●●●
Installation software is powerful and uncomplicated, although the manual isn't so good here.

FEATURES ●●●●
You can't add other hard disks but you can use the expansion port.

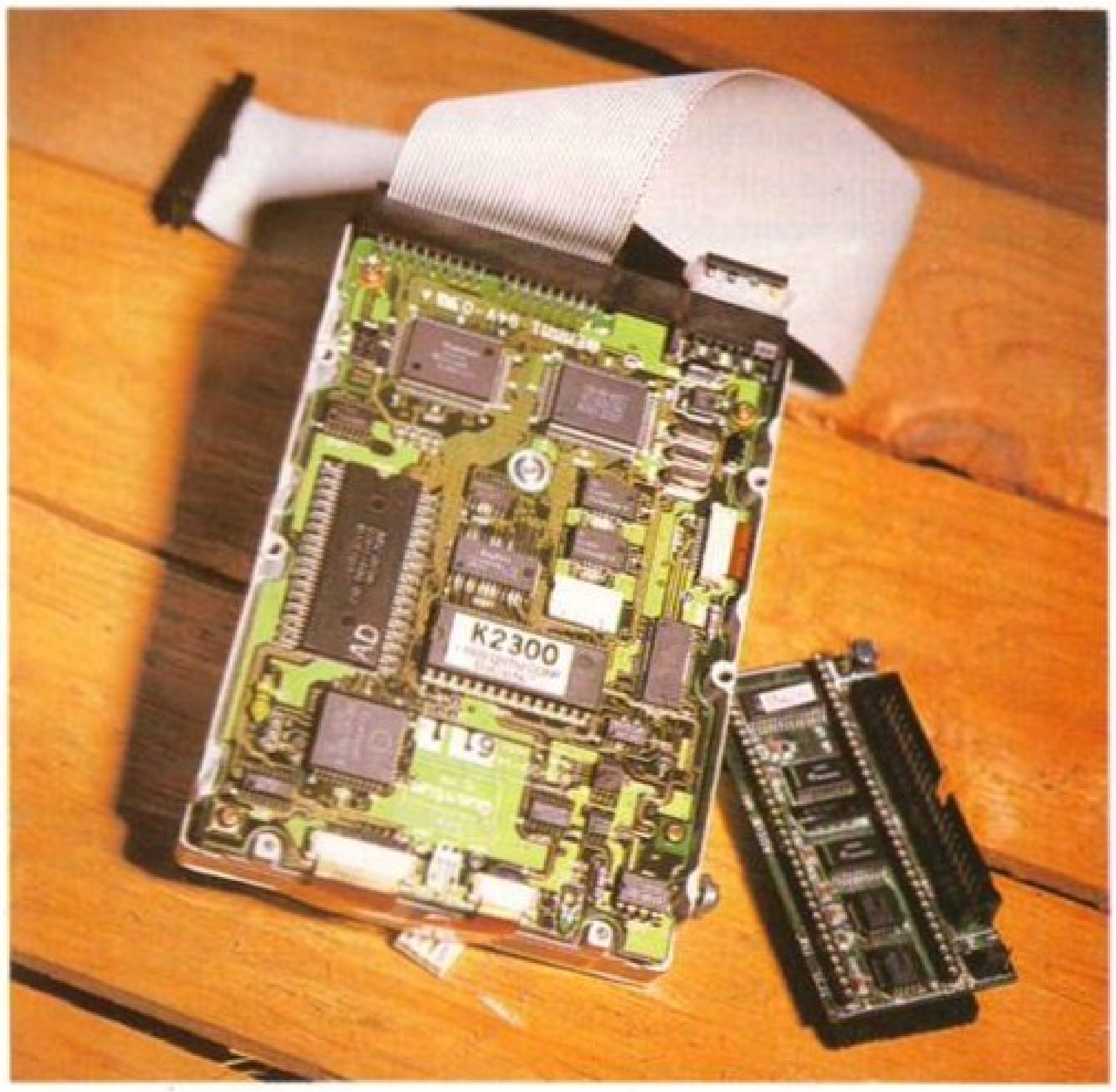
VALUE ●●●
30 Mb of disk space for the price is not particularly amazing.

AMIGA Verdict FORMAT **73%**

If you don't fancy the Novia, you might like the idea of an internal hard drive that's bolted down. **PAT McDONALD** investigates.

Prima 105

Internal Hard Disk ■ £499 ■ ICD



THIS HARD DRIVE is really an improved version of the Novia 30i. It comes in two different versions: 42 Mb and 105 Mb for those people who need a hell of a lot of data storage. The actual differences are not so much in the board – this is virtually identical to the Novia.

The similarity ends at the hard disk itself. Rather than being a miniaturised Novia, it's a slimline Quantum AT type. If that doesn't mean much, let's just say that Quantum probably make the fastest and most reliable hard drives in the world.

Actually fitting the device is similar to the Novia: unscrew the machine, take out the processor, plug in a small circuit board, plug in the processor onto the small circuit board and connect it up. The most important difference is where the hard drive goes.

Rather than sticking onto the main Amiga circuit board, you take out the internal floppy disk drive and screw the hard drive into the empty space. A small lead plugs into the power connector used by the internal floppy disk drive.

Put the screws back in and you're there. There's no chance of this hard drive coming adrift, but of course you now have a surplus internal floppy disk drive. They don't have a high resale value – you'll be lucky to get £30 for one. There's not a lot else you can do with them, unless you want to get a case, lead, connector, soldering iron and wiring details. Then you could make another external disk drive.

There's not a lot I can really say about the Prima that I haven't said about the Novia. It's faster, noisier and has more space, but you can't easily tell the difference without examining the floppy drive. Well, you can, but only by checking how large the hard disk is and working things out from there.

The manual for the Prima would appear to be a section in the AdSCSI 2000/2080/Novia manual. I can't tell for sure, purely because I have only seen some pre-production photocopies, but they appeared to be additions to the ICD hard disk manual. All the same, it's fairly easy to set the whole thing up – only marginally more difficult than the Novia.

Prima is a good all-round hard drive, but I must say it's an awful lot of effort to go to (and pay for) given the end result: an Amiga with a hard drive. It's fast and does the job, but I would think that most Amiga owners would like to show off their new expansion, rather than have it under the bonnet.

However, if you really need a combination of hard drive connected plus something else on the left expansion port, then the Prima is definitely superior to the Novia. Either of them will serve the purpose, but the Novia is slower, smaller and potentially hazardous to the inside of the machine.

SHUFFLEBOARD SOLUTION

If the Prima's hard drive unit replaces the floppy disk drive, how do you use floppies? ICD supply an ingenious solution with the Prima called the Shuffleboard. This fits in a similar way to the small circuit board.

The Even/CIA chip has to be levered out, and the Shuffleboard plugged in. The chip plugs into the top. On the Shuffleboard are two jumper type switches – you move a jumper to set a switch on or off.

The first switch is the shift function. This puts all the floppy drive numbers down by one. So df1 (the first external disk drive on an A500) becomes df0, df2 becomes df1 and so on. That way, you can bootup a disk in an external disk drive.

The other switch will disable all floppy drives except for df0. This is only necessary with certain pieces of software that only work on machines with one disk drive like the original Kick Off game. A thoughtful addition nonetheless.

The inclusion of the Shuffleboard is just what the doctor ordered, because the hard drive has to sit somewhere and every Amiga should be able to use floppy disks, even if it is only to play the *Amiga Format* Coverdisk.

Prima 105

SPEED ●●●●●
It is very fast and compares very well with any other hard disk.

DOCUMENTATION ●●●
It looks like it will be an addition to the all-in-one ICD hard disk manual..

ACCESSIBILITY ●●●
Although the Shuffleboard lets you use floppies, you need to have an external disk drive.

FEATURES ●●●●
It does things that no other hard disk can do, like remain discrete.

VALUE ●●●
You'll need an external drive as well.

AMIGA Verdict FORMAT **82%**

If you thought all great Amiga products came from America, then think again. **Jason Holborn** takes a look at an excellent new real-time video digitiser from Germany.

SnapShot Pro

Colour video digitiser ■ £580 ■ HB Marketing 0753 686000

THANKS TO THE Amiga's popularity within the graphics industry, there's no shortage whatsoever of quality video digitisers available. These powerful devices can turn the image you see on your television screen into a format that can be used (and abused) on your Amiga. Whether you use your Amiga professionally or just for fun, video digitisers provide a quick and easy way of pulling high-quality artwork into your machine.

Unfortunately, digitiser manufacturers still haven't really managed to produce a digitiser that quite hits the mark. OK, those that are available can produce some impressive results, but the simple fact remains that the vast majority of Amiga owners basically want the same thing from a digitiser – that is, they want to be able to grab full colour images from video tape. Unfortunately, such a digitiser didn't really exist... until now, that is.

SnapShot Pro is a new digitiser from Germany that certainly seems to fit the bill. It's a real-time colour video digitiser that excels in grabbing colour images from video tape. It also does a pretty impressive job of grabbing from other video sources, so prepare to be impressed.

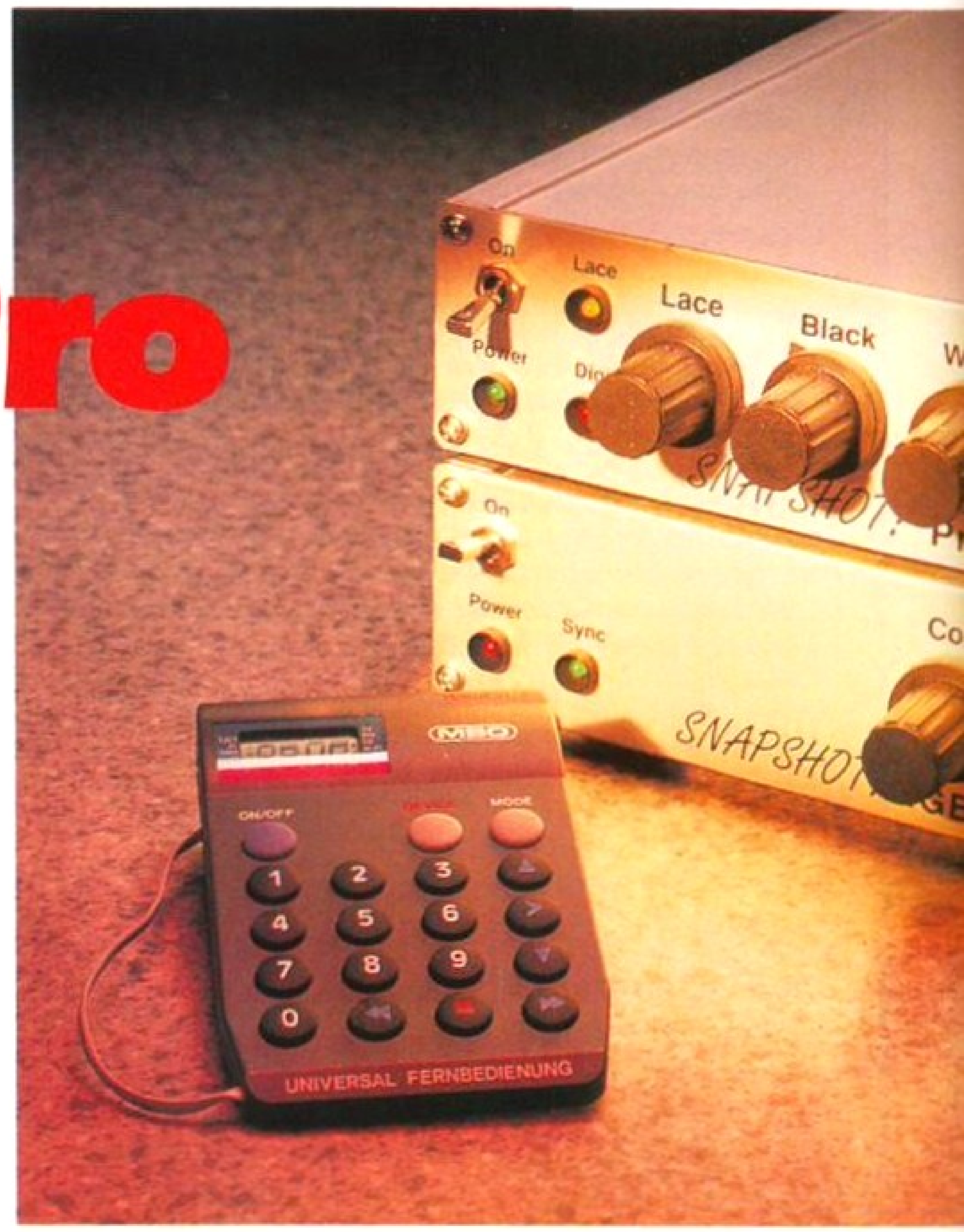
The hardware consists of two rather dull looking boxes, each of which boast nothing more than a few knobs and flashing lights to brighten up what is otherwise boring hardware. The first (and most important) of these is the digitiser itself which connects to the Amiga via the parallel port. This in itself will happily grab frames, but only in mono. If you want to grab in colour, then that second box is an all-important addition.

As you've probably already guessed, that second box is none other than our old friend the RGB Splitter, although this one is rather more capable (and more expensive) than most. The colour video signal is fed into the RGB Splitter and then passed through to the digitiser as three separate red, green and blue signals. As you can probably already start to appreciate, there's a fair old bit of spaghetti hanging out of the back of this thing. Perhaps a ribbon cable would have been a much better bet, but there you have it.

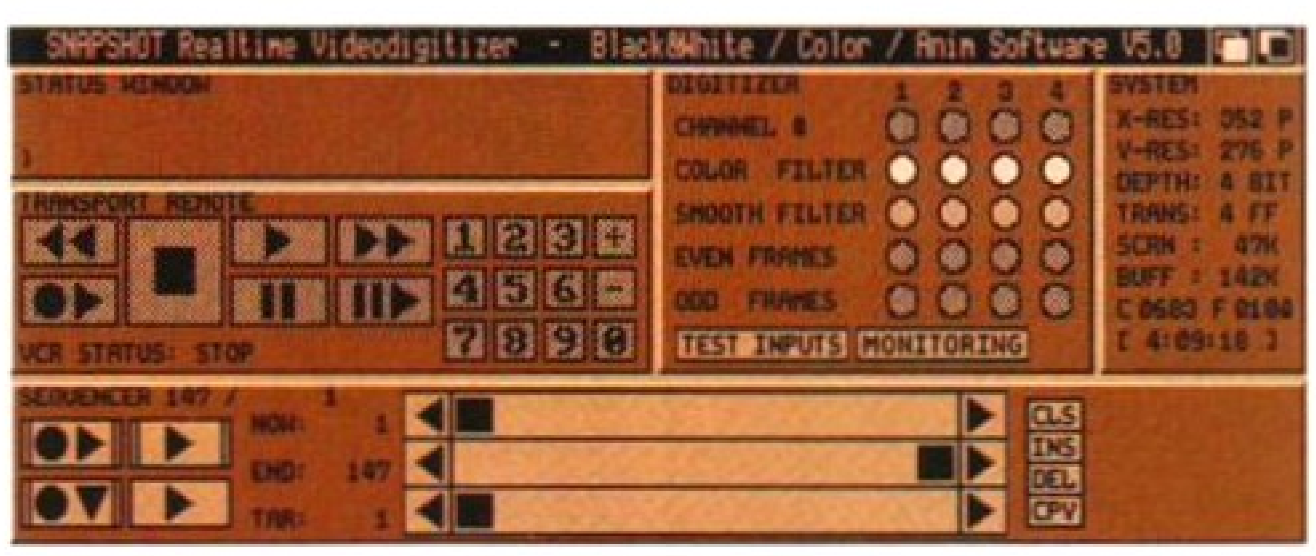
On the front of the digitiser are three controls which allow you to alter certain aspects of the incoming signal. These include contrast, brightness and an extra 'lace' control which is used to sync in the digitiser to the incoming video signal when digitising an interlaced image (that's an interlaced Amiga screen, not an interlaced signal – as the techies will tell you, composite is always interlaced). If the 'lace' setting is even slightly out, the lace control starts flashing wildly. To put it to rest, just turn the control knob until the lace LED stays on permanently.

The RGB Splitter also has its own sync control, but this is handled automatically by the hardware, so there's little point in even knowing that it's there. What there is, however, is a big, chunky colour saturation control which comes into its own when digitising HAM images.

The incoming video signal can be viewed simply by connecting a composite monitor to the digitiser unit. Altering the contrast, brightness and saturation of the image is a little hit-and-miss without some form of monitoring, so it's well worth taking advantage of this feature. I simply connected a lead between the digitiser and my Amiga monitor (the CVBS connection) and switched between the two (Amiga/video) whenever I needed to.



The hardware side of this little double act. The big box is the digitiser itself accompained by the little black RGB Splitter.



The main screen controls all the functions of the digitiser. At the bottom of the screen the animation controls are active, the sliding bars allow the user to define the start and end points.



The SnapShot software is a very posh little number that is absolutely bursting with features. It's fairly intelligent too – if you try to switch into colour mode, the software checks the hardware to see if the RGB Splitter is connected and then proceeds to tell you where to go if the Splitter isn't present. It can also perform a sort of system check that checks all the ports on the digitiser to see if everything is running OK. This way, if something does go wrong, at least you know exactly what it is. This is the sort of user-friendliness that really has to be applauded.

The digitiser is controlled via a nice friendly panel that runs in its own medium resolution screen in the foreground. Behind this screen is the actual digitised image itself, which can change in both maximum colour and resolution. SnapShot supports virtually every Amiga screen mode including low, high, medium, HAM, 64 colour Extra Half Brite and even overscanned displays. I'm surprised that it doesn't support the new Enhanced Chip Set (ECS), which is a surprising omission. It may well cater for the masses at the moment, but ECS support will become important as soon as 2000 and 500 owners get their hands on it.

The one mode, though, that will see the most action has to be HAM. There's something about this quirky mode that makes people experiment. And with 4,096 colours on offer, it produces almost photographic images. SnapShot Pro fully supports HAM with two grabbing modes dedicated to it. The first is FastHAM which grabs a HAM image in a matter of a second. The results are rather good, but you can improve upon them further using its second HAM mode: HistoHAM. This takes far longer, but the results are much superior.







The image quality of any mode can be enhanced still further by taking advantage of SnapShot's FourFold Scan option. When activated, this forces SnapShot to sample the image four times, producing an approximated image from the four exposures. This has the effect of cutting out a lot of signal noise, which can ruin a good digitised image.

When grabbing in mono, SnapShot is a true real-time device, but the same doesn't hold true when you start working with colour. Because it doesn't have its own built in frame buffer, you must pause the incoming video signal before it can be grabbed. As a result, it's worth getting your hands on a decent VCR as this will affect image quality substantially.

You are not just restricted to producing single digitised images though. Using its powerful animation facilities, you can create animations that call upon images from the real world. This is nothing new, but SnapShot's animation tools are a cut above the rest.

In its most basic form, it can build up an animation by grabbing frames continuously from video with little or no interaction from the user. This is basically the same method used by VidiAmiga which, whilst certainly effective, can result in wasted memory when a large percentage of the frames are duplicated.

SnapShot has some extra features which allow you far more control over how the animation is constructed. The first of these is time delay, which allows you to build up an animation by grabbing a single frame every so many seconds, minutes, hours or even days. If you've ever watched a natural history film, then you will have already seen how effective this technique can be for capturing slow moving objects in action (a flower blooming, for example).

The one feature that really makes SnapShot stand out is motion detect, a technique where by the computer analyses incoming frames, comparing each with the former to see if differences exist. If it does find a difference, then the frame is stored in memory ready to be compared with any following frames.

For an extra 50 quid, you can take the hassle out of controlling your video recorder by letting SnapShot do it for you. Using a little widget it mimics the signals produced by your video remote control, the SnapShot software can then be set up to automatically carry out operations such as single frame advance, pause, play etc.

Obviously you need a video that can be controlled through remote, so there's little point buying the controller if your recorder is older than the Queen Mum. In use, the controller does the job, but I wasn't that impressed. Unless you know exactly what you want, using SnapShot to control your video can be a real pain. Personally, I'd rather play with the little black box that came with my VCR.

SnapShot Pro itself is an absolutely stunning system that combines some well designed hardware with some quite excellent digitising software. It's the kind of digitiser that Amiga owners who own a VCR have been crying out for. Being able to grab very high-quality images from pre-recorded video tape is not only extremely useful, but it can be fun too.

The reservation I have about SnapShot is its price. When you consider the digitiser isn't much cheaper than Marcam's FrameGrabber 256, it suddenly doesn't seem such a good proposition. If it could grab colour images in real time then it would be a different story.

In some ways, SnapShot's better than FrameGrabber, though it won't handle real-time colour but it blows the FrameGrabber away when it comes to grabbing from video tape. As an all-round performer, FrameGrabber is probably the better bet, but otherwise I'd strongly advise you to check out SnapShot.

READERS DIGITISER CHOICE

SnapShot Pro is only one of a vast range of video digitisers that are available for the Amiga. Obviously, it would be impossible to cover them all here, so we've narrowed things down a tad and just covered the more popular units.



DIGIVIEW 4 (£150 HB Marketing 0753 686000) - If image quality is paramount, then DigiView is the best there is. Using a conventional mono video camera and colour filters (it can't grab from a colour signal unless used with an RGB Splitter), DigiView produces some of the sharpest and most colourful grabs you're ever likely to see on an Amiga screen.

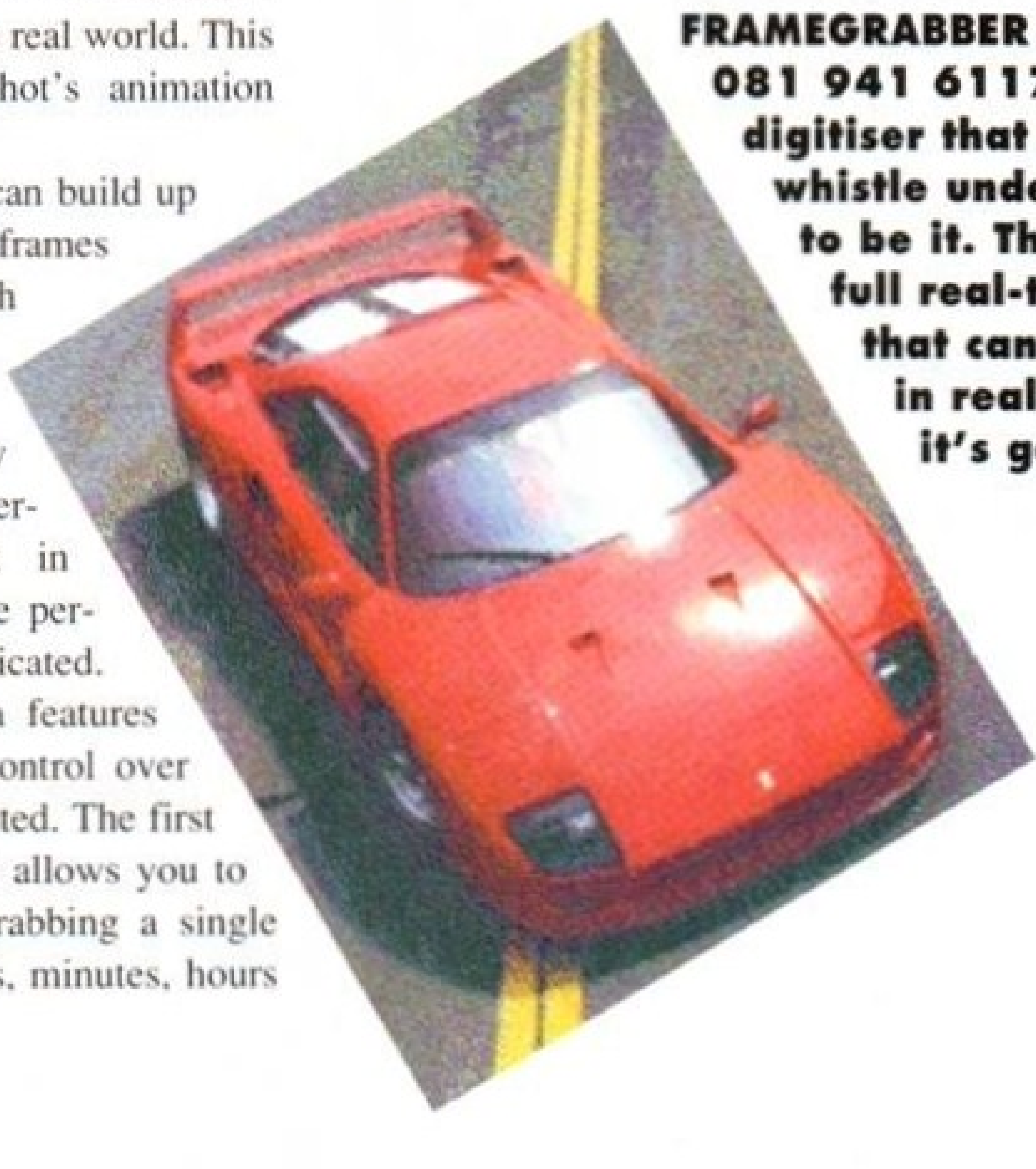


VIDIAMIGA (£120 Rombo 0506 414631) - Rombo's VidiAmiga is very similar to DigiView apart from the fact that it operates in real time when grabbing black-and-white images. It can grab in colour (using the same technique as DigiView), but the results are far from satisfactory.

VIDEO DIGITISER 2 (£90 Datel 0782 744707) - It may be cheap, but Datel's unit is certainly a capable performer. Its features are very similar to VidiAmiga, but it also has some very nice software which offers SnapShot-like animation facilities but for what is a fraction of the price.



VIDEON (£250 Power Computing 0234 273000) - This digitiser, of Italian origin, is probably the closest competition to SnapShot Pro, despite the fact that it is over £200 cheaper. It too can grab a paused image in full colour, but the results aren't that special.



FRAMEGRABBER 256 (£575 Marcam 081 941 6117) - If you're after a digitiser that has every bell and whistle under the sun, the this has to be it. The FrameGrabber is a full real-time colour digitiser that can grab moving frames in real time. Unfortunately, it's got a price to match.

Snapshot Pro

SPEED ●●●●
Very good indeed, although higher resolution images can take a long time to grab.

DOCUMENTATION ●●●
Fairly comprehensive and easy reference.

ACCESSIBILITY ●●●●●
Forget the manual, just get stuck right in – it really is that easy to use!

FEATURES ●●●●
Apart from the lack of real-time colour support, SnapShot is a very capable system.

VALUE ●●
Very expensive. If HB Marketing could knock this one out for £300, then I would be the first in the queue to buy one!

AMIGA FORMAT Verdict **78%**

THE WORLD'S MOST POWERFULL FREEZER-UTILITY CARTRIDGE

IS NOW EVEN BETTER

AMIGA ACTION REPLAY MK II

IS HERE!!



A2000 VERSION AVAILABLE **£69.99**

PLEASE STATE WHICH COMPUTER YOU HAVE WHEN ORDERING

STILL ONLY **£59.99** FOR THE A500/1000

AMIGA ACTION REPLAY SIMPLY PLUGS INTO THE EXPANSION PORT OF YOUR AMIGA AND GIVES YOU THE POWER TO FREEZE MOST ANY PROGRAM, THEN YOU CAN.....

JUST LOOK AT THE UNMATCHED RANGE OF FEATURES

- **SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK**
  Special compacting techniques enable up to 3 programs to fit on one disk. Now saves directly to disk as Amiga Dos - reloads independently of the cartridge - even transfer to hard drive! Works with up to 2 Megs of Ram - even 1 Meg Chip Mem (Fatter Agnus).
- **UNIQUE INFINITE LIFE/TRAINER MODE - NOW MORE POWERFUL**
  Allows you to generate more and even infinite lives, fuel, ammo, etc. Perfect as a trainer mode to get you past that "impossible" level. Very easy to use.
- **IMPROVED SPRITE EDITOR**
  The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. RANGE OF IMPROVED FEATURES.
- **VIRUS DETECTION**
  Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.
- **SAVE PICTURES AND MUSIC TO DISK**
  Pictures and sound samples can be saved to disk. Files are saved directly IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.
- **SLOW MOTION MODE**
  Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!
- **RESTART THE PROGRAM**
  Simply press a key and the program will continue where you left off.
- **FULL STATUS REPORTING**
  At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.
- **POWERFUL PICTURE EDITOR**
  Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!
- **MUSIC SOUND TRACKER**
  With Sound Tracker you can find the complete music in programs, demos,etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!
- **AUTOFIRE MANAGER**
  From the Action Replay II preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!
- **DISKCODER**
  With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. 'Tagged" disks will only reload when you enter the code. Very useful for security.
- **PREFERENCES**
  Action Replay II now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.
- **DISK MONITOR**
  Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.
- **DOS COMMANDS**
  Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.
- **DISK COPY**
  Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.
- **BOOT SELECTOR**
  Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

EVEN MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING:-

- Full M68000 Assembler/Disassembler • Full screen editor • Load/Save block • Write String to memory • Jump to specific address • Show Ram as text • Show frozen picture • Play resident sample • Show and edit all CPU registers and flag • Calculator • Help command • Full search feature • Unique Custon Chip Editor allows you to see and modify all chip registers - even write only registers • Notepad • Disk handling - show actual track, Disk Sync. pattern etc. • Dynamic Breakpoint handling • Show memory as HEX, ASCII, Assembler, Decimal • Copper Assemble/Disassemble - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

Access DATEL ELECTRONICS LTD. VISA

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.

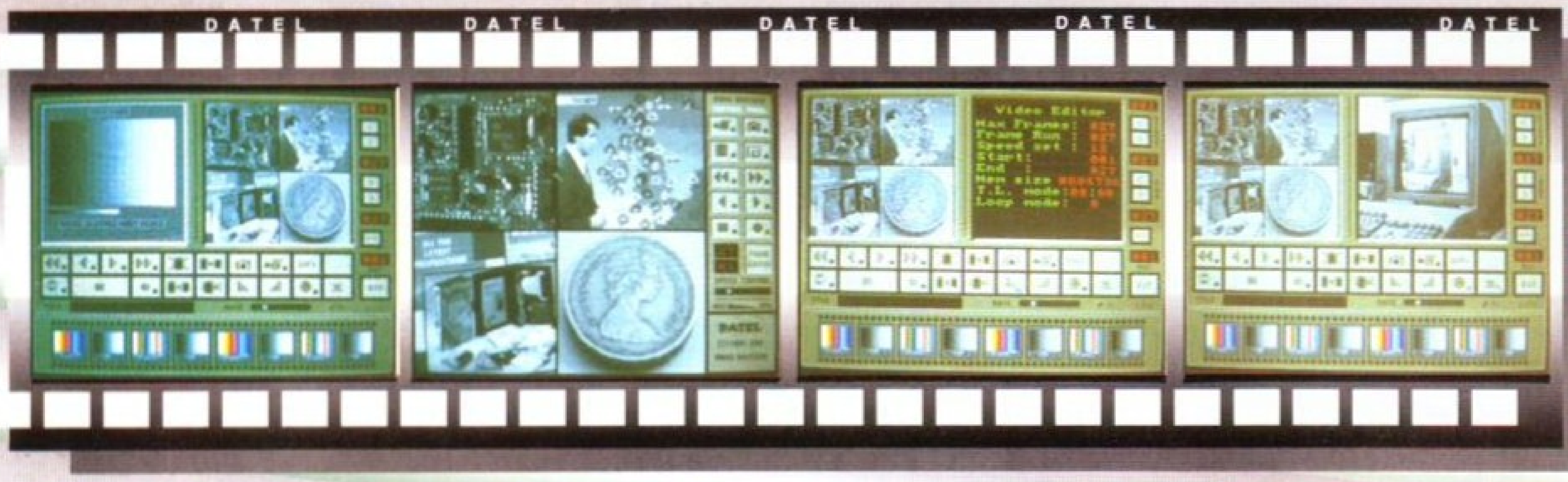
FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

A/F AAR

DATEL Electronics Limited

VIDEO DIGITIZER II





ONLY £89.99

NOW YOU CAN DIGITIZE PICTURES FROM ANY VIDEO CAMERA OR VCR

- Completely newly designed interface that plugs into the expansion connector of the Amiga 500 or internal connector of the Amiga 2000.
- Standard phono video input 0.5 to 2.0 volts to take signals from TV, video or camera.
- Control brightness, contrast and throughport on A500 version.
- Frame grab in 1/50 second, record update up to 3 frames per second.
- Single or continuous update in 4, 8 or 16 grey levels.
- Play frames backwards or forwards up to 15 frames per second.
- Save Raw, IFF or sequence files.
- Automatically adjust for maximum number of frames according to memory available.
- Display 256 x 256 pixels, but optional 320 x 256 IFF Save. Screen editing features Cut, Copy, Brush, Paste and Undo. Effects menu to reverse pos/neg, compress, etc.
- Second display editor controls sequence production: Record, Play, Insert, Clear, Delete Frames.
- Set start and end position number of frames saved, number frames, step backwards and forwards, loop, etc. Time lapse feature adjustable in 1 second increments to 1 hour between each frame. Ideal for capturing flowers opening, sky movements, special effects, etc.
- Separate player programs included to insert into your own program disks. Hard disk transfer program.
- Please state A500 or 2000 version when ordering.



RGB COLOUR SPLITTER

ONLY £79.99

BUY VIDEO DIGITISER II PLUS RGB COLOUR SPLITTER FOR

ONLY £149.99

NOW WITH FULL COLOUR OPTION

WITH THE ADDITION OF THE RGB SPLITTER, TO THE VIDEO DIGITISER II YOU CAN OBTAIN COLOUR IMAGES IN ONLY 1 SECOND!!

- The Splitter unit plugs alongside the Digitiser and a lead is supplied to couple the two units together.
- Full adjustment of Red, Green and Blue signals together with a saturation control enabling you to take full control over any image.
- The Splitter is switched in software and comes complete with Digitiser Colour Software.
- You can select single continuous colour or B/W input. Files can be saved in Raw 4096 colour format, 8 or 32 colour IFF files or 16 shade B/W IFF.
- Features include full pallette control editing of frame and colour retouch calculator.
- Input from camera, camcoder or video recorder (paused). No more messing with colour filters.

DATEL Electronics Limited

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] 0782 744707 CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

DATEL ELECTRONICS LTD.

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.

FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

A/F VIDIGI

MORE MEMORY POWER!

NOW YOU CAN ADD UP TO 1.5 MEGS TO YOUR AMIGA AT THE LOWEST PRICES EVER!!

UNIQUE FASTMEM/ CHIPMEM OPTION*



PRO-RAM PLUS™

- THE FIRST RAM UPGRADE CARD TO OFFER THE UNIQUE FASTMEM OR CHIPMEM OPTION AT THE FLICK OF A SWITCH*. NOW YOU CAN HAVE THE EXTRA SCREEN HANDLING ABILITY OF THE A2000 - PLUS LOTS MORE!!
- Simply plug into your Amiga A500 and upgrade to a full 1 Meg in minutes!!
- Features the latest 1 Meg DRams. Low chip count means very low power consumption. No bigger than a Credit Card!!
- Top quality high grade PCB and connector to give unmatched reliability - 12 months guarantee.
- Switch to enable/disable plus "ChipMem" option*.
- Now you can run ALL Amiga 1Meg programs.
- Also available with clock/calendar option.
- Easily fitted into the slot under any A500 - does not affect warranty.

NOW ONLY £24.99 STANDARD VERSION
£34.99 FOR CLOCK VERSION

*CHIPMEM OR FASTMEM OPTION

2 MEG DEMO DISK WITH EACH RAM-MASTER II



FREE!

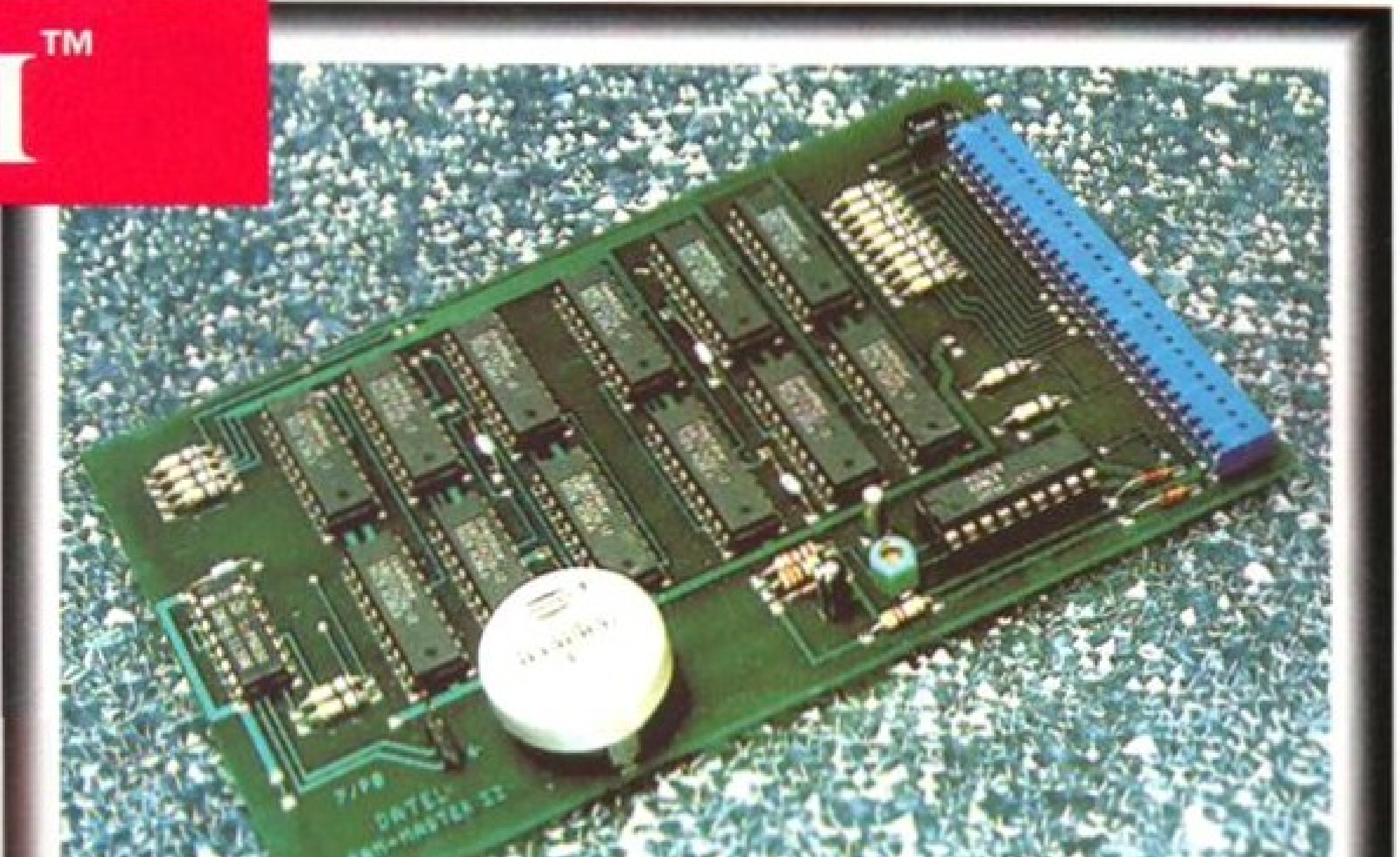
- Yes, if your Amiga was bought in the last 12 months and has KICKSTART 1.3 then it probably has the 'fatter' 1 Meg AGNUS Chip. Even though this was not publicised by Commodore, those machines with the '02' AGNUS, have 1 Meg Chip Ram ability. The PRORAM PLUS™ board can be configured to give 512K of extra Chip Memory *OR* Fast Memory at the flick of a switch.
- With 1 Meg of Chip Memory you can do lots of things previously only available on the A2000 - more HiRes screens, multitasking graphics programs, CAD, DTP, larger sound samples, etc., etc.
- Remember, no other cards offer this unique feature.

* One simple soldering job is required to enable the "ChipMem" feature.
Opening your A500 may invalidate your warranty.

EVEN IF YOU DON'T HAVE THE LATEST AGNUS CHIP THE PRORAM PLUS™ WILL STILL GIVE YOU THE FASTRAM OPTIONS OFFERED BY OTHER BOARDS AND AT AN UNBEATABLE PRICE - YOU JUST CAN'T BEAT THESE DEALS!!

RAM-MASTER II™

- IF YOU NEED EVEN MORE POWER THEN THE RAM-MASTER II™ IS FOR YOU!!
- Adds an extra 1.5 Megs to your A500 (giving a total free memory of 2 Megs).
- Uses the latest 1 Meg DRams resulting in extra low power consumption.
- Ram-Master II needs Kickstart 1.3 onwards.
- Complete with onboard clock/calendar.
- Top quality connections used throughout.
- Comes with 12 months guarantee.
- Easily fitted into the slot under your A500 - requires no soldering (the cover of your A500 must be removed for fitting "plug in" connector #)



NOW ONLY £99.99 WITH 1.5 MEGS OF RAM
ONLY £39.99 FOR CARD WITHOUT RAM

UPGRADE YOUR A500 TO 2 MEGS!

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] 0782 744707 CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

DATEL ELECTRONICS LTD.

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.

FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

DATEL Electronics Limited

A/F MEM

A Top Quality 400 DPI Handy Scanner for the Amiga at a truly Unbeatable Price!!







NEW VERSION III SOFTWARE

NOW ONLY £129.99

COMPLETE HARDWARE/SOFTWARE

SCANNING COULDN'T BE SIMPLER...

NEW FEATURES... **IFF Buffer Save 1600 x 1024 pixels, dual buffer and scan matching for 1 Meg users, view Buffer and NEW interlace version of software. Full keyboard control of most functions. Includes hard disk transfer to run under Workbench.**

- Unmatched range of edit/capture facilities and keyboard control simply not offered by other scanners at this unbeatable price.
- An easy to handle Handy Scanner featuring 105 mm scanning width and 400 dpi resolution enables you to scan graphics and text into your Amiga.
- Adjustable switches for brightness/contrast levels.
- Powerful partner for DTP that allows for cut and paste editing of images etc.
- Geniscan gives you the ability to easily scan images, text and graphics and even offers 200Dpi Dual Scan Mode.
- Save images in suitable format for most leading packages including PHOTON PAINT, DELUXE PAINT, etc.
- Package includes GS4500 scanner, Interface, Power Pack and Scan Edit III software.

GeniScan™ GS 4500

COMES WITH *FREE* PHOTON PAINT

- Comes complete with Photon Paint Illustrator Software.
- Huge range of features.
- Top selling graphics package.

GOLDEN IMAGE OPTICAL REPLACEMENT MOUSE





... NOW A TRUE OPTICAL MOUSE! FOR THE AMIGA

- **YES A FULL FEATURE OPTICAL MOUSE FOR YOUR AMIGA - THAT MEANS NO MOVING PARTS!**
- Incorporating full optical tracking and counting - no ball so no problems with clogging, slipping, etc.
- High count output for very fine movement.
- Two button microswitch action.
- Direct replacement for all Amigas.
- Comes complete with special "Optical Pad".
- Superbly styled - supersmooth shape moulded to fit the hand.
- Comes complete with moulded 9 pin connector.

No more to buy!!

COMPLETE ONLY £39.99

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO....

DATEL Electronics Limited

Access

DATEL ELECTRONICS LTD.

VISA

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.
FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

A/F SCAN

COVER DISK
For your Amiga every week

On the newsstands every Thursday • £1.50

NEW COMPUTER EXPRESS

FIRST NEWS • FIRST REVIEWS • BEST BUYS • YOUR WEEKLY GUIDE

NEW COMPUTER EXPRESS

– when even *Amiga Format* isn't enough



Amiga Format is far and away the biggest and best Amiga magazine money can buy. No-one in their right mind argues with that. It wouldn't sell 130,000 copies a month if it wasn't.

Yet for some people, even 300 pages-plus and an utterly wonderful cover disk isn't enough to last quite a whole month.

If that's you, rejoice! _New Computer Express_ – created by the same company that brings you _Amiga Format_ every month – is just the job for you.

WHY?

- **BECAUSE IT'S PACKED** with solid news on all the up-to-the-minute developments on the Amiga, CDTV and beyond – never miss out on an important Amiga news story again
- **BECAUSE IT'S OUT EVERY THURSDAY** – no more anxious waiting for the next issue of *Amiga Format*
- **BECAUSE IT NOW FEATURES A COVER DISK** on every issue – demos, shareware, public domain, reader contributions, utilities: if it's worth having, we'll have it

How much does all this cost? Just £1.50, _including_ cover disk every week!

If you've ever found yourself waiting for _Amiga Format_, we created _New Computer Express_ for you!

LAZER SOFTWARE

FIRST FLOOR OFFICE, 16 LINDEN GARDENS, CHISWICK, LONDON, W4 2EQ
Telephone: 081-747 9344
Fax: 081-995 1325
Hours of opening: Mon-Sat 10.00am - 6.00pm

Access VISA

Title	Price
3D Construction Kit	£29.99
3D Golf*	£23.99
4D Sports Boxing*	£16.99
688 Sub Attack	£16.99
A10 Tank Killer	£22.99
Adv. Destroyer Sim. (A.D.S.)	£16.99
Adidas Golden Shoe *	£15.99
ATF II	£16.99
Afrika Korps*	£16.99
Agony	£18.99
Alcatraz*	£16.99
Alpha Waves	£16.99
Andit King of Ancient China	£21.99
Armalyte	£16.99
Armour Geddon	£16.99
Atomic Robo Kid	£15.99
A.W.S.O.M.E.	£18.99
Back to the Future III	£16.99
Barbarian II (Psyg)	£16.99
Bard Tale III	£16.99
B.A.T.	£22.99
Battle Bound*	£16.99
Battle Command	£15.99
Battle Chess	£16.99
Battle Chess II	£16.99
Battle Hawk 1942	£16.99
Battle Master	£18.99
Betrayal	£18.99
Billy The Kid*	£15.99
Blade Warrior	£16.99
Blue Max	£18.99
Bomber Bob	£16.99
Brain Blaster	£16.99
Brat	£15.99
Buck Rodgers	£18.99
Cadaver	£16.99
Cadaver Levels Pay Off	£10.99
Cadaver Pay Off	£10.99
Captive	£15.99
Carve Up	£14.99
Carthage	£16.99
Celica GT4 Rally	£15.99
Centurion	£16.99
Chaos Strikes Back	£16.99
Chase H.Q. II	£15.99
Chuck Rock	£15.99
Chuck Yeagers A.T.F.	£16.99
Colditz	£18.99
Corporation	£9.99
Crime Wave	£16.99
Cruise for the Corpse*	£16.99
Cybercon III	£16.99
Cyber Fight	£15.99
Darkman	£15.99
Das Boot	£21.99
Dick Tracey	£15.99
Disc*	£15.99
Double Dragon 3*	£16.99
Dragons Lair	£26.99
Dragons Lair II (Timewarp)	£26.99
Dragon Wars	£16.99
Elf*	£16.99
Elvira Mistress of the Dark	£21.99
Epic*	£15.99
Eswat	£16.99
Eye of the Beholder	£18.99
F15 Strike Eagle II	£23.99
F16 Combat Pilot	£16.99
F19 Stealth Fighter	£19.99
F29 Retaliator	£15.99
F117A*	£21.99
Feudal Lords	£16.99
Final Conflict	£16.99
Final Whistle	£8.99
Flight of the Intruder	£19.99
Formula One*	£16.99
Future Basketball	£16.99
Gauntlet III*	£16.99
Genghis Khan	£21.99
Gods	£15.99
Golden Axe	£15.99
Gold of the Aztecs*	£15.99
Gun Boat	£16.99
Gunship 2000*	£21.99
Hard Drivin II	£14.99
Harpoon (1Mb)	£19.99
Heroes Quest (1Mb)	£21.99
Hill Street Blues	£15.99
I Play 3D Soccer*	£16.99
Immortals	£15.99
Imperium	£16.99
Indianapolis 500	£16.99
Int. Ice Hockey*	£16.99
Iron Lord	£15.99
Ishido	£18.99
Ivanhoe	£14.99
James Pond	£14.99
Jimmy White Snooker*	£18.99
Joe Montana Ftball*	£16.99
Kick Off II (half Mb)	£12.99
Kick Off II (1Mb)	£15.99
Killing Cloud	£15.99
Last Ninja III*	£15.99
Leisure Suit Larry III	£26.99
Lemmings	£15.99
Line of Fire	£16.99
Loom	£18.99
Lost Patrol	£14.99
Lotus Esprit	£15.99
M1 Tank Platoon	£19.99
Mad Prof. Moriarti	£15.99
Manchester Utd Europe	£15.99
Mega Traveller 1	£19.99
Metal Master	£15.99
Metal Mutant	£15.99
Midnight Resistance	£14.99
Midwinter	£19.99
Mig 29 (Fulcrum)	£21.99
Midwinter II	£23.99
Moonstone	£21.99
Moonbase*	£22.99
Monkey Island	£16.99
M.U.D.S.	£15.99
Murder	£16.99
Mystical	£15.99
Myth	£15.99
Nam 1965-1975	£18.99
Narc	£15.99
Navey Seals	£15.99
Nightbreed (Adv.)	£15.99
Nightbreed (Arcade)	£15.99
Nightshift	£16.99
Nitro	£15.99
Obitus	£21.99
Operation Stealth	£16.99
Op. Thunderbolt	£15.99
Outrun Europa*	£16.99
Pang	£15.99
Panza Kick Boxing	£16.99
PGA Tour Golf	£16.99
Plotting	£15.99
Populus + Sim City	£21.99
Powermonger	£18.99
Predator II	£15.99
Prince of Persia	£15.99
Puznic	£15.99
R.B.I. Baseball II	£17.99
Railroad Tycoon	£23.99
Robocop	£14.99
Robocop II	£15.99
R-Type II	£16.99
Savage Empire	£19.99
Search For The King	£19.99
Shadow of the Beast II	£15.99
Shadow Dancer	£16.99
Shadow Warrior	£15.99
Sim Earth*	£16.99
Simpsons*	£15.99
Ski or Die	£16.99
Skull & Crossbones	£15.99
Sly Spy	£15.99
Space Ace	£26.99
Speedball II	£15.99
Spirit of Excalibur*	£19.99
Star Control	£16.99
Star Trek V*	£16.99
Strider II	£15.99
Super Cars II	£15.99
Super Monaco C.P.	£16.99
Supremacy	£19.99
Swap	£16.99
Switch Blade II	£15.99
Swiv	£16.99
Team Suzuki	£15.99
Team Yankee	£19.99
Terminator II*	£14.99
Test Drive III	£15.99
Teenage Mut. Heroes	£16.99
Their Finest Hour	£19.99
The Punisher	£16.99
Toki	£15.99
Torvak The Warrior	£15.99
Total Recall	£15.99
Tournament Golf	£16.99
Turrican	£9.99
Turrican II	£15.99
Ultimate Ride	£16.99
Ultimate V	£18.99
UMS II	£19.99
UN Squadron	£15.99
USS John Young	£16.99
Vendetta	£16.99
Viz	£16.99
Warlock The Avenger	£14.99
Wings (half Mb)	£18.99
Wings (1Mb)	£18.99
White Death (1Mb)	£18.99
Wolf Pack	£18.99
Wonderland	£18.99
World at War*	£16.99
Wrath of the Demon	£19.99
Xiphos	£16.99
Ziltrax	£16.99
Z Out	£16.99

HOLLYWOOD COLLECTIONS
Robocop, Ghostbusters 2, Indiana Jones, Batman The Movie
£18.99

GRANDSTAND
Gazza Super Soccer, Pro Tennis Tour, World Class Leaderboard, Continental Circus.
£18.99

PLATINUM
Black Tiger, Strider, Forgotten Worlds, Ghouls and Ghosts
£16.99

RAINBOW COLLECTION
New Zealand Story, Rainbow Island, Bubble Bobble.
£12.99

PRECIOUS METAL
Xenon, Captain Blood, Crazy Cars, Arkanoid
£16.99

FULL BLAST
Chicago 90, Rick Dangerous, Highway Patrol 2, P47, Carrier Command, Ferrari Formula 1
£18.99

POWER PACK
Xenon 2, Sports Football, Bloodwych, Lombard Rally
£14.99

FINALE
Paperboy, Ghosts & Goblins, Overlander, Space Harrier
£16.99

CHALLENGERS
Kick Off, Super Ski, Fighter Bomber, Great Courts, Stuntcar Racer
£18.99

MAGNUM 4
Afterburner, Double Dragon, Operation Wolf, Batman Caped Crusader
£17.99

EDITION ONE
Double Dragon, Xenon, Gemini Wing, Silkworm
£17.99

COMPUTER HITS VOL. 2
Tetris, Joe Blade, Golden Path, Black Shadow
£7.99

MAGNUM
RVF Honda, Pro Tennis, Oriental Games, Satan, After the War
£16.99

SEGA MASTER MIX
Super Wonderboy, Turbo Outrun, Dynamite, Dux, Thunderblade, Crackdown
£16.99

FLIGHT COMMAND
Eliminator, Strike Force Harrier, Lancaster, Sky Fox, Sky Chase
£12.99

WHEELS OF FIRE
Hard Drivin', Chase H.Q., Powerdrift, Turbo Outrun
£10.99

SOCCER MANIA
Football Manager 2, Gazza Soccer, Microprose Soccer
£9.99

MIND GAMES
Austerlitz, Waterloo, Conflict in Europe
£14.99

FIST OF FURY
Dynamite Dux, Shinobi, Ninja Warriors, Double Dragon
£17.99

POWER UP
Altered Beast, Rainbow Island, X Out, Chase H.Q., Turrican
£18.99

BIG BOX
Captain Blood, Safari Guns, Teenage Queen, Bubble Plus, Tin Tin on the Moon, Purple Saturn Day, Krypton Egg, Jumping Jackson, Bo Bo, Hostages
£16.99

BUDGET TITLES

Title	Price
3-D Pool	£8.99
3 Stooges	£8.99
After Burner	£6.99
Arkanoid II	£6.99
Axel's Magic Hammer	£6.99
Baal	£8.99
Barbarian II	£6.99
Batman Caped Crusader	£6.99
Blasteroid	£6.99
Blood Money	£8.99
Centrefold Squares	£6.99
Chuckie Egg 1	£8.99
Chuckie Egg 2	£8.99
Colossus Chess	£7.99
Continental Circus	£6.99
Corporation Mission Disk	£9.99
Crazy Cars	£6.99
D.Dbl Horse Racing	£6.99
D.Thompson Olym.Chall	£6.99
Def. of the Crown	£8.99
Deluxe Strip Poker	£6.99
Double Dragon	£6.99
Dragon Ninja	£6.99
Forgotten Worlds	£6.99
Gauntlet II	£6.99
Gremlin II	£7.99
Hard Drivin'	£6.99
H. H.'s Guide to the Galaxy	£8.99
Kick Off - Extra Time	£6.99
IK+	£6.99
Last Ninja II	£6.99
Leather Goddess of Phobos	£8.99
Licence to Kill	£6.99
M. Jackson Moonwalker	£6.99
North & South	£6.99
Toobin	£6.99
Operation Wolf	£6.99
Outrun	£6.99
Passing Shot	£8.99
Phantasy World Dizzy	£6.99
Predator	£6.99
RAC Lombard Rally	£6.99
Rambo 3	£6.99
Road Blaster	£6.99
R-Type	£6.99
Run The Gauntlet	£6.99
Shadow of the Beast	£8.99
Silk Worm	£6.99
Speedball	£8.99
Spell Book 4 to 9 yrs	£6.99
Super Hang On	£6.99
Super Off Rd Racing	£9.99
Switchblade	£6.99
Sword of Sodam	£8.99
Table Tennis Sim	£6.99
TV Sports Football	£8.99
Thunderblade	£6.99
Treasure Island Dizzy	£4.99
Vigilante	£6.99
W C Leaderboard	£6.99
Wizball	£6.99
Xenon	£8.99
Xenon 2	£8.99

* At the time of printing these games were not available, but will be despatched to you on release date.

Order Form

Please charge my Access/Visa card no: ____________________ Expiry Date: ....

Amiga Format October 91

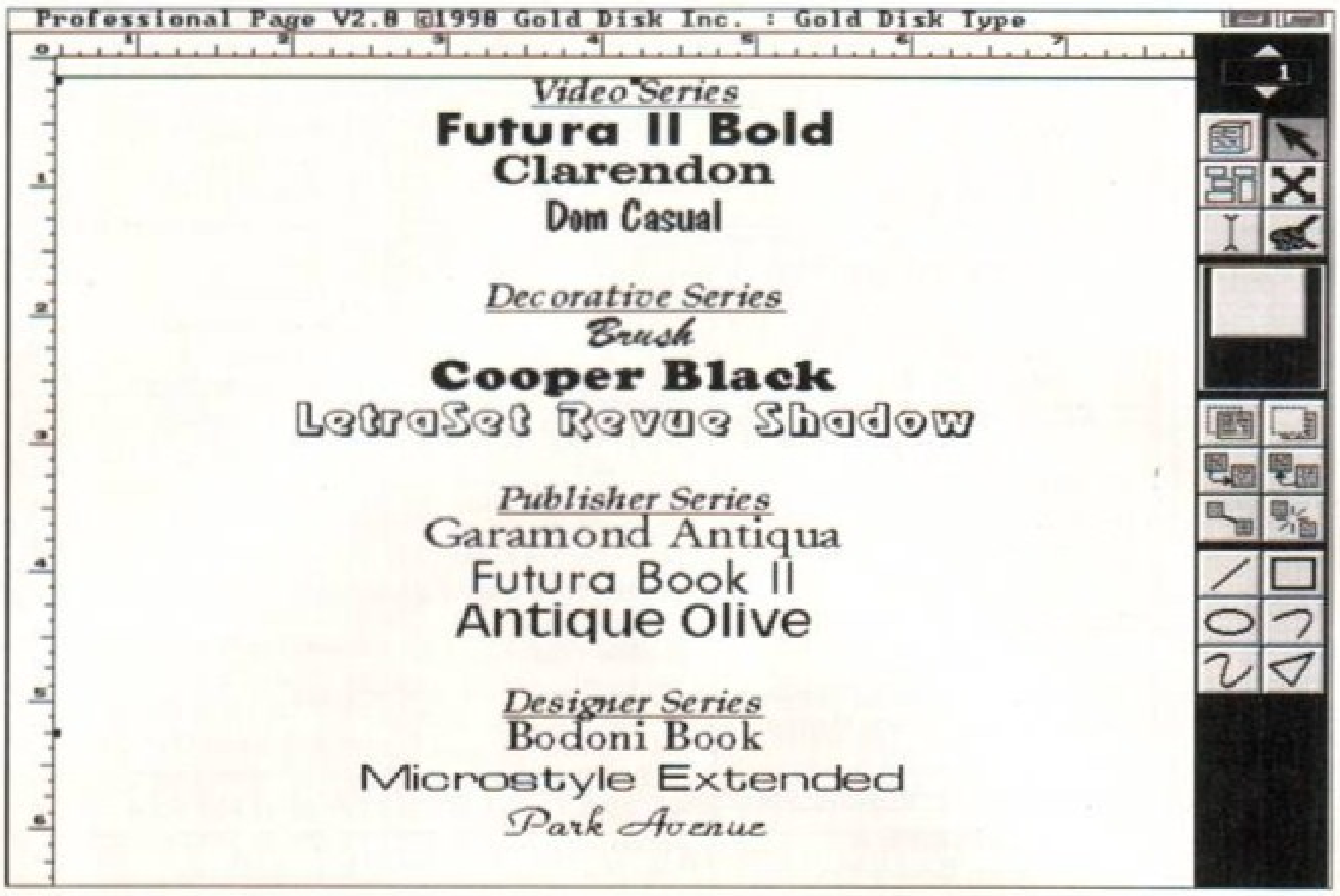
Computer Titles	Price
Total	

Name .... Date ....
Address ....
....
....
Post Code .... Tel: ....

Please make cheques and/or postal orders payable to: Lazer Software
Credit card orders taken. 75p postage and packing. EEC countries add £2.00 per item. Non EEC countries add £3.00 per item.
All items subject to availability. E. & O. E.

Compugraphic Fonts

Agfa-Compugraphic ■ CG Fonts £132.78 ■ GD Type £40.82



The Compugraphic outlines can be used in any package that supports them, such as *ProPage 2*, and produces excellent quality printed text.



***CreateFonte* allows you to produce Amiga bitmaps, *ProDraw* or downloadable PostScript fonts from Compugraphic outlines.**

ONE AREA WHERE the Amiga is well known for its capabilities is in TV and video applications. Now, though, it is also gaining recognition for its capabilities in another type of media: namely desktop publishing. With the advent of powerful applications such as ProPage and PageStream, it's fast becoming a very popular option for DTP - indeed Jeff Walker's fanzine for the serious Amiga-user, entitled *JAM*, is produced solely on an Amiga system. Magazines are all about conveying information to readers in an interesting and attractive manner, and on pages that should help the reader easily and effortlessly through the publication. Perhaps then the most important area of DTP is typography: the art of laying out text on a page, into a form that is easy to read. A large part of this process is deciding which font the text is set in.

There are two types of font technologies. The Amiga's proprietory font structure is the simple bitmap format. Bitmap fonts are designed mainly for viewing fonts on screen because their resolution is very low: about 72 dpi (dots per inch). When printed out, though, they have ugly jagged edges. Turning smoothing on doesn't really help much either. The other type of font technology is outline or vector fonts. The advantage with these are that the font information is stored as a mathematical description: as lines and curves, so the font will produce a nice point size at any resolution, which means the printed fonts will have a far more professional look to them. The two main formats that outline fonts are produced in are PostScript and Compugraphic.

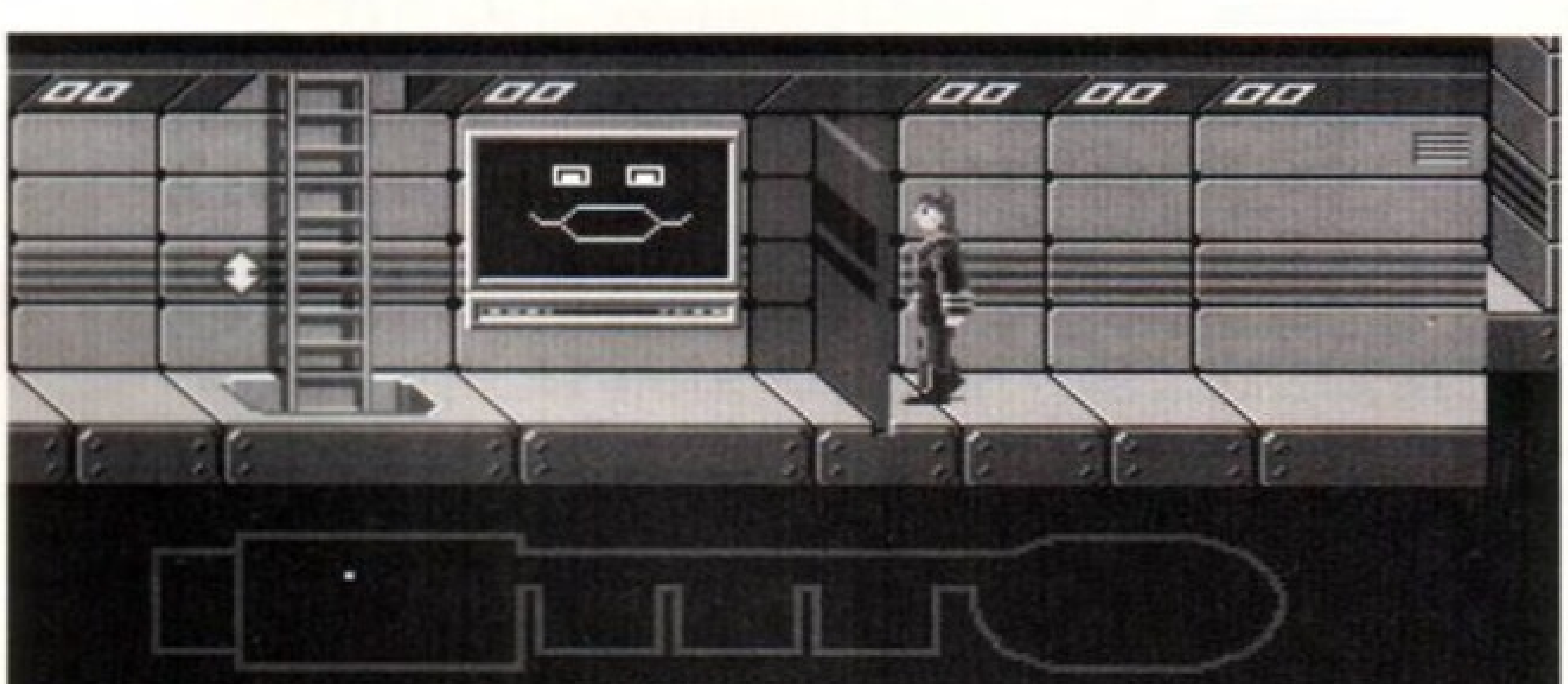
Gold Disk have a licence to distribute Compugraphic fonts for the Amiga, there are about 150 fonts in their library at the moment, with more being added as Agfa-Compugraphic produce them. As a taster of what's available, five different packs of fonts have been produced , each one based on a particular theme and containing three different fonts. The first pack is the CGFonts pack which contains Compugraphic versions of the 35 standard fonts that are found in most PostScript printers, including specially designed italic and bold versions of standard Roman fonts. The pack is designed for the professional user outputting to PostScript devices and lets you use the printer's internal fonts. The other four packs (GD Type) contains the designer, publisher, video and decorative series of fonts.

All the packs come with a utility called *CreateFont*, allowing you to produce ProDraw, PostScript or Amiga bitmaps from the Compugraphic outlines at any size, and can be used in most other packages. All the fonts are useable in any application that accepts Compugraphic fonts.

Compugraphic Fonts 80%

Discovery

MicroIllusions ■ £25.99



In order to get anywhere in your quest, you must answer a few questions! Metal Mickey is your quizmaster...

EDUCATIONAL GAMES ARE one of the hardest types of games to design because they have to appeal to an audience that is very difficult to keep interested. *Discovery* by MicroIllusions didn't do too well in this area when it was released the first time - but have MicroIllusions got that all important mix right this time? In *Discovery* you control one of four characters whose task it is to fix broken starships. As you progress through the ship, a computer asks you questions (the difficulty level is selected at the start of the game). The questions range from very easy for the very young to quite hard for older children. The subjects in this not-so-trivial-pursuit include: maths, spelling, or multiple choice.

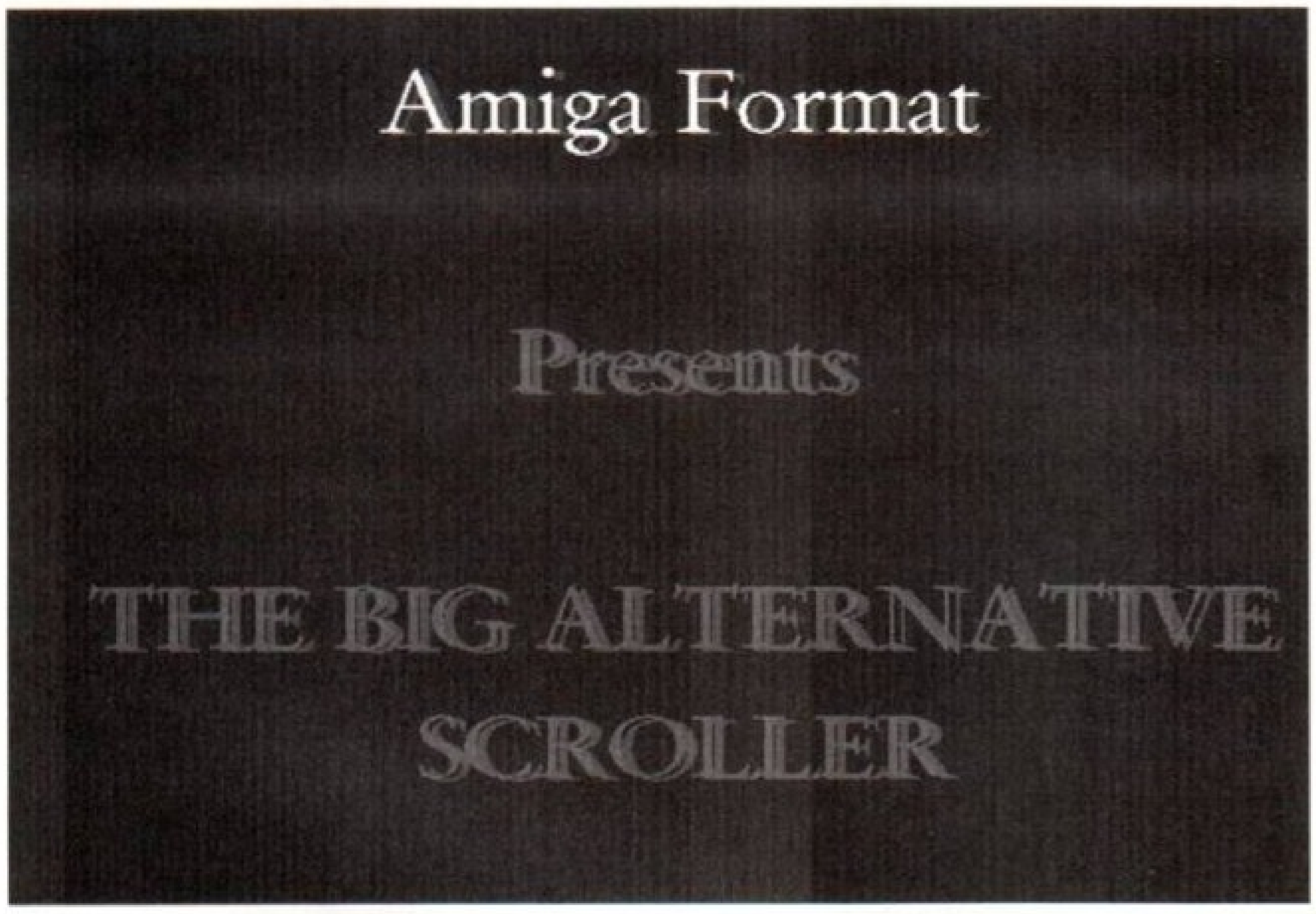
The presentation of the game is very good, with attractive colourful graphics and jolly music to keep up the interest level. Exploring the ship is fun, collecting all the crystals and finding strange harmful creatures lying around the ship. At certain points you are stopped by computer controlled doors and getting past involves answering a question correctly. The questions are spoken by a funny little animated face that appears on the little computer terminal screen.

Unfortunately the game suffers somewhat by using the Amiga's speech synthesiser, which often makes it difficult, especially for children, to understand what's being said – and there is no repeat option, so if you missed it the first time – tough! Ultimately, *Discovery* is an amusing educational game, very well put together, but not as well implemented as it could have been.

Discovery 65%

Big Alternative Scroller

Alternative Image ■ £51.00



Scrolling titles like this are very easy to produce, but that's because the program doesn't actually let you do anything else that is at all "creative"!

THIS IS A TITLING SYSTEM that allows you to create screen titles for overlaying on to video productions, rather like credits at the end of a film TV program. Usually for this you would require a video genlock, but there are other uses for the program, such as a continuously running information system like the kind you find in shop windows.

The package that *BAS* comes in justifies the lack of a real manual, by the fact that the program is *so* easy to use that you wouldn't need one. This is more or less true – the program is too simple mainly because there is not a full set of editing functions available. All you get is a small pamphlet describing the basic operation of the program. To be fair though, there is help available in the program, but this is limited to key function descriptions.

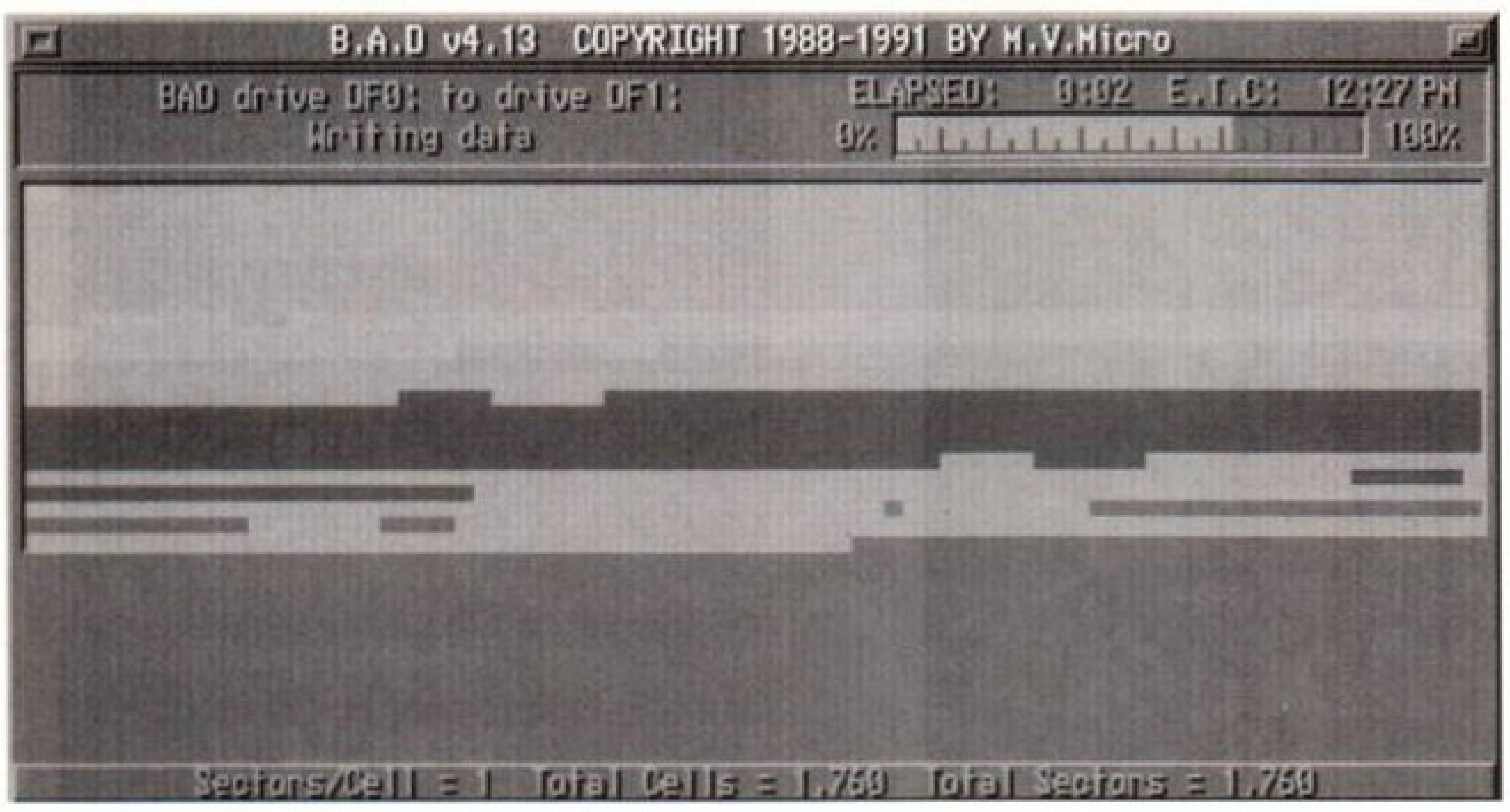
Installing *BAS* on a hard drive is not possible because the program is copy protected. This means that all the work has to be done on floppy disks. Unfortunately the disks it uses are not standard AmigaDOS disks, which means that you cannot write text on a word processor – you have to use BAS every time. The BAS editor is more a screen writer, you see exactly what will appear on the screen as you type. Sadly what you can actually do is very limited. You are restricted to effects that affect all the text on the screen. You can only use one font, one justification style,and you have the option to shadow all of the text or none of it... the list goes on. The only thing you can change without affecting the rest of the text is the text colour.

Once all the text has been created, the actual scrolling process begins. The speed is set by pressing a number key, the higher the faster. However, there is no way to program in pauses in the text or anything similar, so the text just keeps on going around looping at the end. The results it produces are good however, it is fast and user-friendly enough, but sadly the lack of features detract from a good value-for-money package. Only worth a look for those on a very tight budget, or with simple titling requirements.

Big Alternative Scroller 50%

Blitz A Disk

Centaur Software ■ Distributed by HB Marketing ■ £39.95



BAD displays an impressive screen showing various bits of information such as time taken and percentage completed, alongside a graphical representation of the disk as it is being processed. Very pretty!

WHEN THE AMIGA was being developed, the creators gave the machine excellent graphic capabilities, lovely stereophonic sound and fast data access capability. Sadly they also gave the Amiga a nasty thing called AmigaDOS. This means that although the Amiga has a very fast floppy-drive interface compared to other 16-Bit computers, the actual data access speed is reduced because of the way AmigaDOS stores the data on disk.

The process of saving data onto a disk is the main cause of the problem. When the Amiga is instructed to save a file, instead of doing the logical thing and saving it in one continuous block, AmigaDOS, in all its wisdom, usually decides to put the data wherever it likes. As a disk gets more full, the problem gets worse with files being fragmented all over the place. The data is not lost, just stored on the disk in little chunks. When it comes to reading the data, the Amiga has to look all over the disk to find all the information for that file. This is one of the reasons why disk drives often make worrying grinding noises.

Blitz A Disk (BAD) was developed to help cure this problem - there is no real prevention. *BAD* is what is known as a disk optimiser. Its function is to process a disk, hard or floppy, and unfragment all the files and to then put them in logical places. When in floppy mode, BAD will read the data from the source disk and rewrite all the files as contiguous blocks on the destination disk. The optimisation process can be carried out on a one-drive system, straight back to the source disk, but it's wise to make a back-up before starting: because if the process fails, you will be left with a corrupted disk. The same applies to hard drives – always make a backup before optimising!

BAD has two modes of operation. The WB mode gives priority to icon files and Workbench configuration files, allowing directories to appear as quickly as possible. The CLI mode sorts out files so that they will load as fast as they can. The first mode is particularly useful for hard drives with nice big icons, which lets the windows open as quickly as possible.

The disks that *BAD* produces are in fact no different from standard AmigaDOS disks. All that differs is the way the data has been stored onto the disk: the way it should have been written in the first place. *BAD* considerably improves disk performance, essential for those that compile or produce disks to reduce wear on their drives, and for the advantage of faster file access.

Blitz A Disk 75%

PREMIER MAIL ORDER

Titles marked * are not yet available and will be sent on day of release.
Please send cheque/PO/Access/Visa No. and expiry date to:

Dept AF10, Trybridge Ltd., 8 Buckwins Sq., Burnt Mills, Basildon, Essex. SS13 1BJ

Please state make and model of computer when ordering. P&P inc. UK on orders over £5.00. Less than £5.00 and Europe add £1.00 per item. Elsewhere please add £2.00 per item for Airmail. These offers are available Mail Order only. Telephone orders: Mon-Fri 9am-7pm. Saturday 10am-4pm. Fax orders: 0268 590076. Tel orders: 0268 590766

Title	Price
3D Construction Kit	32.99
3D Pool	7.99
4D Boxing *	16.99
4D Driving *	16.99
688 Attack Sub	16.99
Afterburner	6.99
Alien Storm *	16.99
Amos	29.99
Amos 3D	24.99
Amos Compiler	19.99
APB	6.99
Arachnaphobia *	16.99
Arkanoid 2	6.99
Armour Geddon	16.99
Assault on Alcatraz *	16.99
Awesome	14.99
Back to the Future 3	16.99
Bards Tale 2	8.99
Bards Tale 3	16.99
Batman Caped Crusader	6.99
Batman the Movie	7.99
Battle Chess 2	16.99
Battle Command	16.99
Beastbusters *	16.99
Beach Volley	6.99
Big Game Fishing *	16.99
Big Run *	16.99
Billy the Kid *	16.99
Birds of Prey *	26.99
Blazing Thunder	6.99
Blues Brothers *	16.99
Blue Max	19.99
Budokan	8.99
Cadaver	16.99
Cadaver Data Disk	9.99
California Games	6.99
Captain Planet *	16.99
Castles *	19.99
Captive	16.99
Carrier Command	7.99
Centurion	16.99
Chaos Engine *	16.99
Chaos Strikes Back (1 Meg)	16.99
CJ's Elephant Antics	6.99
Commando War *	16.99
Continental Circus	6.99
Corporation	9.99
Corporation Data Disk	4.99
Creatures *	16.99
Cricket (1 Meg)	17.99
Cricket Captain	16.99
Crime Doesn't Pay *	16.99
Cruise For A Corpse	16.99
Cybercon 3	16.99
Daley Thompson Challenge	6.99
Das Boot	19.99
Death Knights Of Krynn (1 Meg)	19.99
Defender of the Crown	7.99
Defenders of the Earth	6.99
Deluxe Paint 4 *	54.99
Deuteros *	16.99
Disney Animation	59.99
Double Double Bill *	19.99
Double Dragon	6.99
Double Dragon 3 *	16.99
Dragon Strike	19.99
Dragons Breath	12.99
Dragons Lair (1 Meg)	26.99
Dragons Lair 2 -Singes Castle	26.99
Dragons Lair - Time Warp	26.99
Duck Tales	16.99
Elf *	16.99
Epic *	19.99
Escape from Colditz	19.99
Excalibur	19.99
Eye of the Beholder (1 Meg)	19.99
F15 Strike Eagle 2 (1 Meg)	22.99
F16 Combat Pilot	16.99
F19 Stealth Fighter	19.99
Fantasy World Dizzy	6.99
Ferrari Formula 1	8.99
Final Blow *	16.99
Final Fight *	16.99
First Samuari *	16.99
Flight of the Intruder	22.99
Flood	8.99
Football Director 2	13.99
Ford Q8 Rally *	16.99
Forgotten Worlds	6.99
Gauntlet 2	6.99
Gauntlet 3 *	16.99
Gem X	16.99
Godfather Action *	16.99
Godfather Adventure *	19.99
Gods	16.99
Golden Axe	16.99
Graham Gooch *	19.99
Gremlins 2	9.99
Gunboat (1 Meg)	16.99
Gunship	14.99
Halls of Montezuma	16.99
Hard Drivin	6.99
Harpoon (1 Meg)	19.99
Heroquest	16.99
Heroquest Data *	9.99
Hitchikers Guide	7.99
Hollywood Collection	14.99
Hunter *	19.99
IK+	6.99
Indianapolis 500	16.99
Indy Jones Adv	11.99
Indy Jones - Atlantis Adv * (1 Meg)	19.99
Interceptor	8.99
Jack Nicklaus Clip Art *	9.99
Jack Nicklaus Extra Courses	9.99
Jack Nicklaus Golf	15.99
Jack Nicklaus Unlimited Golf (1 Meg)	19.99
James Pond	9.99
Jimmy Whites Snooker *	16.99
Jungle Book	6.99
Kamikaze	6.99
Keef the Thief	8.99
Keys of Maramon *	16.99
Kick Off	7.99
Kick Off 2 (1 Meg)	11.99
Kick Off 2	9.99
Killing Cloud	16.99
Kings Quest 4 (1 Meg)	26.99
Knightmare *	19.99
Knights of the Sky *	19.99
K.O 2 - Final Whistle	8.99
K.O 2 - Giants of Europe *	7.99
K.O 2 - Return to Europe *	7.99
K.O 2 - Super League *	9.99
K.O 2 - Winning Tactics	5.99
Laser Squad 2 *	16.99
Last Ninja 2	6.99
Last Ninja 3 *	16.99
Leather Goddess	7.99
Legend *	16.99
Legend of Billy Boulder *	16.99
Leisuresuit Larry 3 (1 Meg)	26.99
Lemmings	16.99
Lemmings Construction Kit *	16.99
Lemmings Data Disk *	13.99
Licence To Kill	6.99
Lombard Rally	6.99
Loom	11.99
Lord of the Rings *	19.99
Lords of Chaos	16.99
M1 Tank Platoon	19.99
Magic Pockets *	16.99
Magnetic Scrolls Coll *	19.99
Man Utd. Europe	16.99
Masterblaster *	16.99
Master Golf *	19.99
Mega Traveller 1 (1Meg)	19.99
Mega Traveller 2 (1 Meg) *	19.99
Mega Twins *	16.99
Mega-Lo-Mania *	19.99
Mercs	16.99
Miami Chase	6.99
Midwinter	14.99
Midwinter 2 * (1 Meg)	22.99
MIG 29	22.99
Moonstone *	19.99
Moon Walker	6.99
NAM	19.99
Navy Seals	16.99
Nightshift	9.99
Obitus	14.99
Off Road Racer	16.99
Omnicron Conspiracy	7.99
Operation Stealth	16.99
Operation Wolf	6.99
Oriental Games	9.99
Outrun	6.99
Outrun Europa *	16.99
Pang	16.99
PGA Tour Golf	16.99
Pitfighter 2 *	19.99
Platinum	16.99
Platoon	6.99
Player Manager	12.99
Pool of Radiance (1 Meg)	19.99
Police Quest 2 (1 Meg)	26.99
Populous 2 *	19.99
Powerdrome	8.99
Powermonger	19.99
Powermonger Data Disk 1 *	9.99
Powerpack	14.99
Power Up	19.99
P.P. Hammer	16.99
Predator	6.99
Predator 2	16.99
Prehistorik	16.99
Prince of Pershia	19.99
Projectyle	8.99
Quattro Adventure	9.99
Quattro Sports	9.99
R-Type	6.99
Race Drivin *	16.99
Railroad Tycoon (1 Meg)	22.99
Rainbow Islands	16.99
Rambo 3	6.99
R.B.I. 2 Baseball	19.99
Reach for the Skies *	16.99
Realms *	19.99
Red Baron *	26.99
Red Heat	6.99
Rise of the Dragon *	26.99
Robin Hood *	16.99
Robin Simth's Cricket *	16.99
Robocop 2	16.99
Robocop 3 *	19.99
Robozone *	16.99
Rocket Ranger	7.99
Rock Star Ate My Hamster	4.99
Rodland *	16.99
Rotator *	16.99
R-Type 2 *	16.99
Ruff and Ready	6.99
Search for the King *	24.99
Secret of Monkey Island (1 Meg)	16.99
Secrets of Luftwaffe * (1 Meg)	19.99
Shadow Dancer	16.99
Shadow Sorceror *	16.99
Shuttle *	19.99
Silent Service 2 *	22.99
Silkworm	6.99
Sim City+Populous	19.99
Sim Earth *	19.99
Simpsons *	16.99
Simulcra	7.99
Smash TV *	16.99
Space Ace	26.99
Speedball	7.99
Speedball 2	16.99
Storm Ball	12.99
Stratego *	16.99
Striker Manager	16.99
Strip Poker 2 + Data	6.99
Subbuteo	6.99
Super Cars 2	16.99
Super Grand Prix	6.99
Super Hang On	6.99
Super Monaco GP	16.99
Supremacy	19.99
Switchblade	6.99
Switchblade 2	16.99
SWIV	16.99
Sword of Sodan	9.99
Swords of Twilight	8.99
Team Suzuki	16.99
Team Yankee	19.99
Teenage Mutant Turtles	16.99
Teenage Mutant Turtles 2 *	16.99
Terminator 2 *	16.99
Test Drive 3 *	16.99
The Immortal (1 Meg)	16.99
Their Finest Hour (1 Meg)	19.99
Their Finest Missions *	9.99
Thunderhawk *	19.99
Tip Off *	14.99
Toki	16.99
Toobin	6.99
Top Cat Bev. Hills	6.99
Total Recall	12.99
Toyota Celica	16.99
Tracksuit Manager 2 *	16.99
Turbo Challenge	16.99
Turbo Challenge 2 *	16.99
Turrican 2	9.99
TV Sports Basketball	14.99
TV Sports Football	7.99
Ultima V	19.99
Utopia *	19.99
UMS 2 (1 Meg)	19.99
Violator	6.99
Virtual Worlds	19.99
Walker *	16.99
Warlords (1 Meg)	19.99
War Zone	12.99
Wheels of Fire	12.99
Wild Streets *	16.99
Winning Team *	19.99
Wings (1 Meg)	19.99
Wizball	6.99
Wizkid *	16.99
Wolf Pack (1 Meg)	19.99
Wonderland (1 Meg)	19.99
World Class Leaderboard	6.99
World Wrestling Fed *	16.99
Wrath of the Demon	19.99
Xenomorph 2 *	16.99
Yogi's Great Escape	6.99
Yogi & Greed Monster	6.99
Z-Out	13.99
Zak McKraken	9.99

SPECIAL OFFERS

GOLDEN IMAGE SCANNER
ONLY £159.99

OPTICAL MOUSE
ONLY £34.99

UPGRADE YOUR AMIGA TO 1 MEG
1/2 Meg Upgrade - **£24.99**
1/2 Meg Upgrade + clock - **£26.99**

SWORD OF SODAN
NOW ONLY
£9.99

STEREO SPEAKERS
AMIGA
ONLY £29.99

TECHNOSOUND
£34.99

3.5" EXTERNAL DRIVE
ONLY £52.99

JOYSTICKS
Cheetah 125 + - £6.99
Comp Pro Extra - £14.99
Quickjoy 2 Turbo - £9.99
Quickshot 3 Turbo - £9.99
Quickjoy Jetfighter - £10.99

BLANK DISKS
Unbranded
10 x 3.5" DSDD - £5.99
20 x 3.5" DSDD - £10.99
50 x 3.5" DSDD - £23.99
100 x 3.5" DSDD - £44.99

Branded - TDK
3.5" DSDD - £1.25 Each

WINGS 1/2 Meg
Now Only
£11.99

PUBLIC DOMAIN

GREAT SOFTWARE

CAN BE YOURS FOR AS LITTLE AS ABSOLUTELY, TOTALLY, DEFINITELY, VERY NEARLY, JUST ABOUT NOTHING AT ALL. (HONEST)

Owning an Amiga, PC or ST now means that you can buy incredibly good software for little more than the price of a disk. Stunning games, utilities, demos, graphics, word processors and more can be found in Public Domain and Shareware software.

But (but! but!!) where do you start? How do you know which programs are completely wonderful and which ones should be re-formatted instantly? What's the best way to buy PD? And – whilst we're at it – just what *is* PD anyway?

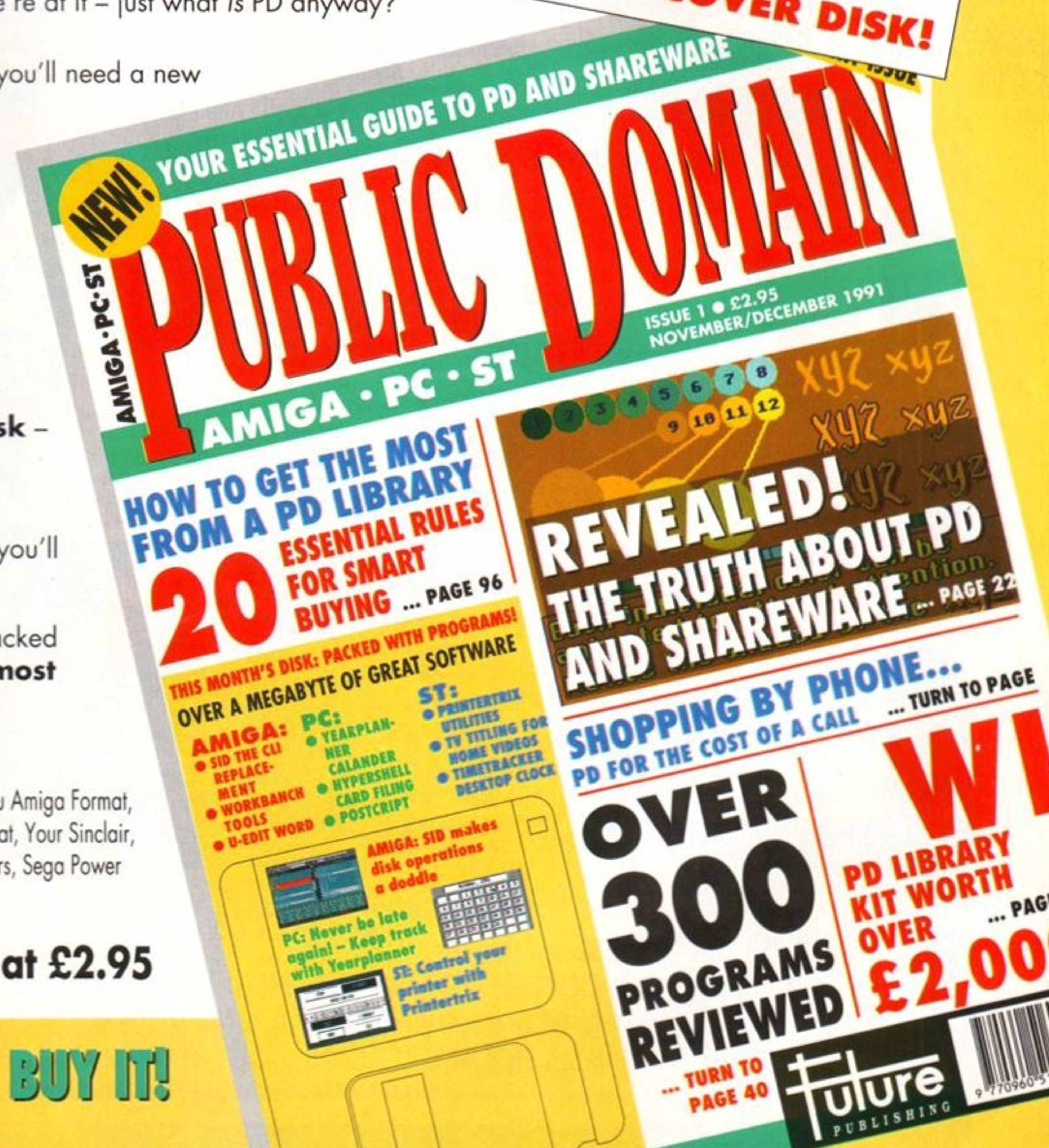
For these answers and a whole trainload more, you'll need a new magazine called **PUBLIC DOMAIN**.

INCREDIBLE PACKAGE! MASSIVE MAGAZINE PLUS PROGRAM PACKED COVER DISK!

- Every issue is **packed full of reviews** – PD programs assessed for the Amiga, PC and ST.
- Every review is **screenshotted**. You can see exactly what you'll be buying.
- Every copy of PUBLIC DOMAIN comes with an incredible **program-packed coverdisk** – so you can get the very best PD for your machine every time.
- Every page is in **glorious full colour**, so you'll have unrivalled quality.
- And every edition of PUBLIC DOMAIN is backed by the full editorial resources of **Europe's most successful** news-stand computer magazine company, Future Publishing.

PUBLIC DOMAIN comes to you from the company that brings you Amiga Format, PC Format, ST Format, Amiga Shopper, PC Plus, Commodore Format, Your Sinclair, New Computer Express, Amiga Power, Amstrad Action, PC Answers, Sega Power and 8000 Plus; markets leaders all.

First issue on sale October 3rd at £2.95



IF YOU WANT OUR ADVICE, BUY IT!

FREE 5 DISKS OF THE LATEST PD SOFTWARE WITH ANY PURCHASE FROM THIS AD* (DEMOS UPDATED REGULARLY)



A Brain . . . . the next best thing

CORTEX 8Mb RAM EXPANSION for the Commodore Amiga A500/A1000

- External fitting. Warranty remains intact
- Fully implemented auto-configure
- Fully operational through-bus
- Uses standard 1M x 8bit or 1M x 9bit SIMMs
- Complete with its own power supply unit (UK, US or EURO)
- Designed with A1000 compatibility in mind
- Zero wait-states
- RAM test software

2Mb-£269 4Mb-£349 8Mb-£519



CORTEX 512K RAM EXPANSION for the Commodore Amiga A500

- Essential A500 upgrade - 1Mb Amiga is now standard
- Functional equivalent of CBM A501
- Lower power 1Mbit DRAM
- Latest technology high-quality components
- "Fatter" Agnus compatible for 1Mb CHIP RAM
- Lower profile enable/disable switch
- Available with or without battery-backed clock/calendar module

£27.95 (£31.95 with clock)



CORTEX EXTERNAL 3.5″ FLOPPY DRIVE

- High–quality silent mechanism
- Through port
- Enable/disable switch

£59

AMIGA HARD DISK & MEMORY SYSTEMS BY XETEC Inc.



- Xetec FastTrak hard disk system for A500 (A1000 version available to order) 8Mb FastRAM card (optional) Super-fast (9ms) auto head-park Quantum 52Mb Pro-Drive **£499**
- Xetec FastCard Plus hard disk system (for A1500/A2000) featuring Seagate 48Mb auto head-park drive space for 8Mb Fast RAM on board (using SIMMs) **£449**
- See CHIP UPGRADES section for Xetec RAM upgrade prices

CORTEX 8Mb RAM EXPANSION for the Commodore Amiga A1500/A2000



- Fully implemented auto-configure
- Zero wait-states
- Uses standard 1M x 8bit or 1M x 9bit SIMMs
- 2, 4, 6 or 8Mb configurations possible

2Mb-£199 4Mb-£289 6Mb-£369 8Mb-£449

NEW IN

CHIP UPGRADES

- **1Mb Agnus Chip 8372A** - Upgrade for older Amigas (not A1000) - Enables 1Mb CHIP RAM for enhanced graphics and sound - requires some technical skill to fit - instructions supplied. **£60**
- **ROM Upgrade Version 1.3** - Essential upgrade for hard-disk users - featuring the FastFile System **£35**
- **A3000 RAM Upgrades:** Special static column mode DRAM for the A3000 workstation. IN STOCK NOW **4Mb- £269**
- 1M x 8bit SIMMS (for Cortex 8Mb cards and Xetec hard disk systems with RAM) **2Mb - £90, 4Mb - £175, 6Mb £260**
- 256K x 4bit DRAM (for CBM A590, CBM 2091, ICD AdRAM, Ashcom etc). **0.5Mb - £25, 1Mb - £49, 2Mb - £95**
- 1M x 1bit DRAM (for most A2000 cards) price same as 256K x 4bit

FREE 5 DISKS OF THE LATEST PD SOFTWARE WITH ANY PURCHASE FROM THIS AD* (DEMOS UPDATED REGULARLY)

All prices include VAT and Postage & Packaging. Trade enquiries welcome

Send cheques to:

CORTEX DESIGN & TECHNOLOGY LTD

BRITANNIA BUILDINGS, 46 FENWICK STREET, LIVERPOOL L2 7NB

● 24 HOUR SALES 051-236 0480 ● 24 HOUR FAX 051-227 2482

★ Free software is limited to one set per order and is supplied without warranty

Access VISA

Richard & Angela Howe: Applied Research Kernel
Corve Farmhouse, Corve Lane, Chale Green, Ventnor, PO38 2LA, U.K.
Visitors are always welcome by appointment

POST UK £0 (1st Recorded), Special Delivery £3.29 (call before 12 noon). Securicor £9.87 (call before 12 noon). Registered Air Mail to Europe £5/item, World £12/item. Please call about carriage on heavy items
V.A.T. Prices include UK VAT at 17.5% except for books. Books are zero rated.
CHEQUES London Sterling payable to A.R.K. please.High value ordinary cheques may require clearance.
EXPORT & BFPO Remove UK VAT (=Price/1.175) except on books which are zero rated.
AVAILABILITY Most items listed are in stock. Others can usually be obtained within 48 hours.
DESPATCH Within 24 hours on stock items, 48 hours on non-stock but available items.
PRICES May occasionally be subject to change. **MEMORY** Assume 1Mb unless stated.

ark

Access

TEL 0983 79496

VISA

This is a switchable voice/fax line which is open 10am to 7pm, Monday to Saturday

ACCOUNTS

- Arena Integrated Accounts 122.67
- Cashbook Combination 49.82
- Cashbook Controller 37.60
- EasyLedgers Integrated 153.46
- Home Accounts 24.44
- Personal Finance Manager 25.85
- Service Industry Accounts 306.68
- Small Business Accounts Xtra 81.78
- System 3 Integrated 39.95

BOOKS 34 Lines Stocked

- 1st Book of Amiga 16.95
- 2nd Book of Amiga 16.95
- 68000 Assembly Language 24.95
- 68000 Asm Lan Programming 21.95
- Amiga 3D Gfx Prog in Basic 18.45
- Amiga Adv Sys Prog Guide 32.95
- Amiga Asm Lan Programming 14.95
- Amiga Basic Inside & Out 18.95
- Amiga C For Adv Programmers 32.95
- Amiga C For Beginners 18.45
- Amiga Desktop Video Guide 18.45
- Amiga Disk Drives In & Out 27.95
- Amiga For Beginners 12.95
- Amiga Graphics Inside & Out 32.45
- Amiga Machine Language 14.95
- Amiga Programmers Hndbk V1 ....24.95
- Amiga System Prgrmrs Guide 32.95
- AmigaDOS Inside & Out 18.45
- AmigaDOS Reference Guide 14.95
- Elementary Amiga Basic 14.95
- Hardware Reference Manual 21.95
- Incs & Docs; ROM Kernel Mnl 28.95
- Inside Amiga Graphics 16.95
- Kickstart Guide to Amiga 14.95
- Kids and the Amiga 14.95
- Learning C Program Graphics 16.95
- Libraries & Devices ROM Mnl 29.95
- Mapping the Amiga 20.95
- More Tricks and Tips 18.45
- Programmers Guide to Amiga 23.95
- Programming The 68000 ....23.95
- Technical Ref Mnl A500/A2000 ....39.95
- The Amiga Handbook 24.95

CABLES 100 Lines Stocked

- D23S-D15P NEC MSync 3D 14.10
- D23S/2Phono-Scart Monitor 14.10
- D25P/D25S-D25P/D25S 25W 2M 24.44
- D25P-D25P 25 Wire 5 Metre 22.56
- D25P-C36P 2Metre Printer 6.58
- D25P-D25P 25Wire 2Metre 13.16
- D23S-OpenEnd Monitor 11.28
- D25P-C36P 3 Metre Printer 12.22
- D25P-C36P 5 Metre Printer 15.51
- D23S-D9P Old NEC Multisync 14.10
- D23S-D9P Amiga-IBM Monitors 12.22
- D25P-D25P 25Wire 3Metre 19.27
- D25S-D25P 9Wire 2Metre Modem 11.28
- D25P-D25P 9Wire 2Metre Modem 11.28
- D23S/2Ph-D9P/2Ph CM8833/2 ....14.10
- DIN5P-DIN5P MIDI 5.17
- Null Modem Cable 12.22
- Cross Over Box D25S 36.66
- Gender Changer; D25S-D25S 7.99
- Plug D25P With Hood 4.23
- Parallel File Transfer System 35.72
- RS232 Mini Tester 13.16
- RS232 Null Modem 9.40
- RS232 Patch Box 13.16
- Socket D25S With Hood 4.23
- Socket D23S With Hood 5.17
- Swtich Box D25S 2 Way 25.38
- Switch Box D25S 4 Way 37.60
- Switch Box C36S 4 Way 40.89

COMMUNICATIONS

- A Talk 3 ....69.56

COMPUTER AIDED DESIGN

- 3D Construction Kit 44.65
- Design 3D 59.22
- Pro Net/Board PCB Design 139.59
- Professional Draw 2 ....99.64
- X CAD 3D 2Mb 398.56
- X CAD Designer 79.90
- X CAD Professional 2Mb 347.33

DATABASE MANAGERS

- Bible Reader 46.06
- Image Finder Hot-Key System 49.82
- InfoFile 46.06
- Mailshot Plus 39.01
- Microfiche Filer 54.99
- Organise 19.74
- Prodata 55.93
- Superbase Personal 27.73
- Superbase Personal 2 ....59.69
- Superbase Professional 3 ....159.80
- Superbase Professional 4 ....249.57

DESKTOP PUBLISHING

- AmigaTex Typesetting 111.39
- AmigaTex Drivers (each) 52.64
- AmigaTex Demo Disk 2.82
- Clip Art PD (15 disks) 29.62
- E Clips Structured Art 71.44
- Gold Disk Type; Decor HD 31.96
- Gold Disk Type; Video HD 31.96
- Gold Disk Type; Publisher HD 31.96
- Gold Disk Type; Designer HD 31.96
- Outline Fonts 99.64
- PageSetter 2 ....47.00
- PageStream 2.XX 139.59
- Pro Clips Structured Art 23.97
- Professional Page 2.XX 2 Mb 179.54
- Saxon Publisher ....Query
- Structured Clip Art 37.60

DUST COVERS (Deluxe Buff)

- Amiga 2000 (AT) Keyboard 7.99
- Amiga 2000 System & Monitor 15.98
- Citizen Swift 24 ....10.34
- Star LC10 ....10.34
- Star LC200 ....10.34
- Epson LX80/86 ....10.34
- Star LC24-10 ....10.34
- Panasonic KXP1124 ....10.34
- Monitors 1084/1084S/8833 ....9.87
- Amiga 500 ....7.99
- Citizen 120D 10.34

EDUCATION

- Distant Suns 51.23
- Fun School 3 (Under 5's) 18.33
- Mega Maths A Level 24.44
- Micro English (GCSE) 23.97
- Micro French (GCSE) 23.97
- Micro Maths (GCSE) 23.97
- My Paint 24.91
- Primary Maths Course 24.44

EDITORS

- CygnusEd Professional 2 ....61.10

GRAPHICS

- Animation Studio (Disney) 84.60
- C Light Ray Tracing 29.61
- Comic Setter 44.65
- Deluxe Photolab 56.40
- Deluxe Print 2 ....37.60
- Deluxe Paint 4 ....Query
- Deluxe Video 3 ....59.69
- Digi Paint 3 ....54.05
- FantaVision Animation 35.72
- Imagine 3D Modelling/Anim 179.54
- Pixmate Image System 39.95
- Real 3D Beginners 1.3 ....119.85
- Real 3D Turbo 2Mb 329.94
- Scene Generator Landscapes 35.72
- Sculpt 3D XL 99.64
- Sculpt Animate 4D Junior 86.95
- Sculpt Animate 4D 2Mb 337.23
- SpectraColor 64.86

HARDWARE

- 1.3 Kickstart ROM 30.55
- 3.5" External Disk Drive 54.69
- 3.5" Internal 2000 Drive 59.69
- 5.25" External Disk Drive 133.01
- 512K A500 RAM Clock/Switch 29.61
- A1950 14" Multiscan Monitor 459.66
- A590 20Mb Hard Disk Drive 286.23
- A590 20Mb Drive With 1Mb Ram 327.12
- A590 20Mb Drive With 2Mb Ram 357.67
- Amiga 500 Cartoon Classics 379.76
- Amiga 1500 With Two Drives 643.90
- Amiga 1500 With Software 694.66
- Amiga 1500 & Monitor & S/W 949.87
- Amiga 2000 & 40Mb Quantum HD 1099.80
- Amiga 3000 16MHz/40Mb 1999.85
- Amiga 3000 25MHz/100MB 2629.65
- Citizen Swift 24 Printer 289.99
- Citizen 124D 24 Pin Printer 199.75
- Fatter Agnus 61.10
- GVP/2 A500 52MB 0-8MB RAM 519.82
- GVP/2 A500 105MB 0-8MB RAM 689.96
- GVP/2 A2000 SCSI Interface 139.59
- GVP/2 A2000 SCSI I/F + 0-8MB 189.88
- GVP/2 A2000 52MB Quantum 369.89
- GVP/2 A2000 105MB Quantum 559.77
- Cameron Handy Scanner Type 10 ....199.75
- Naksha Mouse & Game 29.61
- RAM Chip 256K CMOS 6.11
- SCSI Hard Drive Case & PSU 109.98
- Sharp Colour Scanner & S/W 599.72
- SupraRAM A2000 0-8Mb 119.85
- SupraRAM A500 2-8Mb 189.88
- SupraRAM A500 0.5-8MB 129.72

PACKAGES

- A1500 Software Pack 89.77
- Appetizer Wordpro/Music 30.55
- Graphics Starter Kit 56.40
- Office By Gold Disk 99.64
- Starter (Kindwords 2 & Games) 51.23
- The Works Platinum 79.90

MULTIMEDIA

- AmigaVision (Commodore) 95.88
- Hyperbook (Gold Disk) 54.99

PROGRAMMING

- AMOS Basic 37.60
- AMOS Compiler 27.73
- C PD (5 Disks) 9.87
- Devpac 2 Macro Assembler 42.77
- GFA Basic Compiler 23.97
- GFA Basic Interpreter 39.95
- Hisoft Basic Compiler 57.81
- Lattice C 5.1 Compiler 163.56
- Pascal Compiler (PD) 2.82

RIBBONS

- 6 CBM MPS1230 ....25.38
- 3 CBM MPS1500C Colour 36.66
- 6 CBM MPS1500/1550 ....31.02
- 6 Citizen 120D (MPS1200) 19.74
- 6 Star LC24/XB24-10/15/200 ....25.38

SOUND

- Audiomaster 3 Software 49.82
- Bars & Pipes Professional 219.96
- Deluxe Music Construction 55.93
- MasterSound Sampler 31.96
- Midi Plug Interface 25.38
- Music X 1.1 ....109.98
- Music X Junior 66.27
- Sequencer One 79.90
- Sonix 2 ....52.17
- Sound Trap 3 Sampler 30.55
- SoundMaster 109.98
- Tiger Cub 69.56

SPREADSHEETS

- Advantage 32000x32000 ....75.67
- DGCalc 512x52 ....30.55
- Superplan 2048x1024 ....49.82

UTILITIES

- ARexx 33.84
- ARexx Tools 49.82
- B.A.D. Disk Optimiser 31.96
- BBC Emulator 35.72
- Byte 'N' Back HD Backup 20.45
- CrossDOS File Transfer 24.91
- Directory Manager 35.72
- Disk Master 2 Housekeeper 49.82
- Doctor Ami Diagnostics 40.89
- DOS 2 DOS File Transfer 30.55
- Enhancer 1.3 ....15.04
- GB Route Planner 33.84
- MAC 2 DOS File Transfer 81.78
- Mavis Beacon Teaches Typing 27.73
- Quarterback HD Backup 39.95
- Quarterback Hard Disk Tools 61.10

VIDEO

- Digi View Gold 4 digitiser 109.98
- Hitachi HV720 Camera & Lens 204.45
- Home Titler 34.78
- Minigen Genlock 101.99
- Scala Presentations 189.88
- Video Titler 84.60
- Vidi Complete Colour Solution 159.80

WORDPROCESSORS

- Excellence 2 ....94.94
- Kindwords 2 ....35.72
- PenPal 1.3 ....79.90
- Protext 4.3 ....74.73
- Protext 5 ....101.99
- ProWrite 3+ 99.64
- QuickWrite 39.95
- Scribble Platinum 42.77
- TransWrite 32.90
- Wordperfect 189.88
- Wordworth 99.64

SPECIALS (please phone condition)

- Battlechess 15.51
- Pagestream 1.8 ....79.90
- Professional Page 1.3 ....99.64
- Their Finest Hour Flight Sim 18.33

PLEASE SEND SAE FOR SECOND HAND LIST

M A S T E R   Y O U R   F I N A N C E S

PROFIT FROM YOUR MICRO £14.95

Comprehensive step-by-step 60 page guide

Recession? What recession? Make your micro earn

- Whatever the make of your micro, you can use it to make a good income even with only a couple of hours spare each week. Ideal for those at home/unemployed.
- NOT pie in the sky, make a million before breakfast nonsense but a true report of exactly the sort of steps we took ourselves at Intraset.
- Easy, sensible business ideas which can easily be used by anyone with any micro. Part or full-time.
- No computer expertise required. Earn £££ from home doing what you enjoy – using your computer.
- Very little capital outlay needed – you probably have everything you need to start earning
- Learn how to find hundreds of potential customers in your area who will gladly pay for your services.
- Full step-by-step 60 page book

Phone or Fax for lightning service.
Send cheques or postal orders to INTRASET LTD FREEPOST, 10 Woodside Avenue, Clayton-Le-Woods, Chorley, Lancashire. PR6 7BR.

TEL 025 72 76800
Main office & 24 hr order line
Fax 025 72 74753
Helpdesk 0490 3284
Weekdays 3-4pm

All major credit cards accepted
All prices include P&P and VAT
Overseas orders add £5.00

Intraset Ltd

CASHMASTER

Home and business accounts £39.95

Cashmaster is the easiest to use, most versatile accounts program yet written for both small business accounts or home finance. We wrote CASHMASTER for our own use, out of sheer frustration with other 'easy to use' packages.

Just look at Cashmaster's main features:

- **Easy, natural data entry** – just like a handwritten ledger.
- **Full vat analysis** if needed
- VAT inclusive, exclusive or zero-rated entries
- **Unlimited no. of ledgers at one time** – limited only by disc space
- **Span any time period** – no set period or 1 year limit
- **1000 User-definable class and 1000 accounts codes**
- **Detailed statements** by selected Classes and Accounts
- **Profit and loss-type statement**
- **Tagging of entries for selective reports**
- **Automatic repeat of entries** – standing orders etc. (Yearly, Half-Yearly, Quarterly, Monthly, Fortnightly, or Weekly)
- **Automatic date-sorting of entries** – entries can be inserted anywhere in ledger
- **Output reports to screen, printer or disc file**
- **Reference field for each entry** – Invoice or Cheque no.
- **Split and merge ledgers at any time**
- **All functions available from main program screen** – Class and Account codes visible at all times
- **Pop-up running-total calculator** with one key press.

The **most** user-friendly, powerful and versatile accounts package yet – ***you won't be disappointed.***

CASHMASTER INVOICING & STOCK CONTROL

Companion to Cashmaster or standalone program £39.95

- Full Customer Data file – easy to find account records
- Full Stock Data file, Price Lists, Re-order lists
- Full invoicing with user-defined messages
- Full invoice editing, Invoice To & Deliver To fields
- Settlement, No-Return and Line discounts

A standalone, or integrates with Cashmaster for a **fully featured accounts/invoicing package** costing less than a quarter the price of its rivals.

SPECIAL OFFER – both programmes £69.95 **Saving £9.95**

THE GRAPHOLOGIST

Handwriting analysis program £49.95

'Uncannily accurate' 8000 Plus Magazine
'Recommended highly for the novice and the professional' Micromart

From the beginner to the expert, use The Graphologist to analyse your handwriting, your partners, friends, business associates, prospective employees.

With a sample of handwriting, answer the on-screen questions and follow the instructions. Anything from a signature analysis to a full 15 page complete character report, including career ambition and health through to sexual preferences and megalomania. Edit this report using your word processor for a professional presentation.

The Graphologist is a valuable business tool as well as entertaining and fun. Comes complete with comprehensive manual of graphology.

K.G. Leisure....

Telephone Orders/Enquiries

0443 862127

..... we make it easy for you! .....

All prices include VAT. All orders sent by 1st class post

VISA Mon-Sat MasterCard

The Games Room

Games Marked ★ = New release: sent when available

- 1943 (Budget) £6.99
- 3D Construction set £31.99
- 3D Pool £7.99
- 3 Stooges (Budget) £7.99
- ★ 4D Boxing £20.49
- Advanced Fruit machine Sim (Budget) £6.99
- Afterburner (Budget) £6.99
- ★ Amnios £17.99
- AMOS (Games Creator) £34.99
- AMOS 3D £24.99
- APB (Budget) £6.99
- ★ Aquaventura £17.99
- ★ Aracnophobia £17.49
- Arkanoid 2 (Revenge of Doh) Budget £6.99
- Armalyte £17.49
- Armour Geddon £17.99
- Arnhem £14.99
- Atomino £17.49
- ★ Barbarian 2 .... £17.99
- Barbarian-Ultimate Warrior (Budget) £7.99
- Bards Tale 3 .... £16.99
- Bards Tale 2 (Budget) £7.99
- ★ Battlebound £16.99
- Battle Chess £17.49
- Battle Chess II £17.49
- ★ Beast Busters £17.49
- ★ Big Deal (Gambling compilation) £20.99
- Bill & Ted's Exc. Adventure £17.49
- Billiards II £17.49
- Bionic Commando (Budget) £7.99
- Blade Warrior £17.49
- Brat £17.49
- Cadaver £17.49
- Cadaver Levels - The Pay Off £11.99
- California Games (Budget) £6.99
- Cardinal of the Kremlin £17.49
- Carrier Command (Budget) £7.99
- ★ Casino £17.49
- ★ Castles £17.99
- Centurion £17.49
- Champion of the Raj £16.99
- Chaos in Andromeda £17.49
- Chaos Strikes Back (1Meg) £17.49
- Charge of the Light Brigade £20.49
- Chuck Rock £16.99
- Cloud Kingdoms (Budget) £6.99
- Coin Op Hits 2 .... £20.49
- ★ Conflict - Europe (Budget) £7.99
- Cricket Captain £17.49
- Cricket (1Meg) £19.99
- ★ Crimewave £17.49
- Crime Doesn't Pay £17.49
- ★ Cruise for a Corpse .... Phone
- Crystals of Arborea £16.99
- Cybercon 3 .... £17.49
- Damocles Compendium £17.49
- Darkman £17.49
- Deadline (Budget) £7.99
- Death Knights of Krynn £20.99
- Defender Of The Crown (Budget) £7.99
- Deluxe Strip Poker £7.99
- ★ Deuteros £19.99
- ★ Double Double Bill £24.49
- Dragons Spirit (Budget) £6.99
- Dungeon Master (1Meg) £17.49
- ★ ELF £17.49
- Elite £17.49
- Emlyn Hughes Soccer £17.49
- Enchanter (Budget) £8.49
- Escape From Colditz £20.49
- ★ Exile £17.49
- Eye Of The Beholder £19.99
- F15-Strike Eagle II (1 Meg) £23.99
- F19 Stealth Fighter £21.49
- Fantasy World Dizzy (Budget) £6.99
- Fists of Fury (Compilation) £17.49
- ★ Flight of the Intruder £20.49
- Flight Simulator 2 .... £24.99
- Flood (Budget) £8.99
- Football Director 2 .... £14.99
- Footballer of the Year (Budget) £6.99
- Forgotten Worlds (Budget) £6.99
- ★ Formula 1 (3D) £17.49
- Frenetic £17.49
- Full Contact (Budget) £7.99
- Gauntlet 2 (Budget) £6.99
- Geisha £17.99
- Go £17.49
- GODS £16.99
- Golden Axe £16.99
- Grand Stand (Compilation) £20.49
- ★ Halls of Montezuma £17.49
- Hard Drivin (Budget) £6.99
- Hero Quest £17.99
- ★ Hero Quest - Return of the Witchlord £10.99
- Hollywood Collection (Compilation) £19.99
- ★ Hunter £20.49
- IK+ (Budget) (see Premier Collection) £6.99
- Impossible Mission 2 (Budget) £6.99
- Indianapolis 500 .... £17.49
- International Championship Athletics £17.49
- I Play 3D Soccer £16.99
- Jack Nicklaus 91 Champ Course 5 .... £10.99
- Jack Nicklaus Clip Art £10.99
- Jack Nicklaus Unlimited Golf (1Meg) £19.99
- ★ Jimmy White's Whirlwind Snooker £16.99
- Kick Off 2 .... £13.49
- Kick Off 2 (1Meg) £15.99
- Kick Off 2 Final Whistle £8.99
- Kick Off Winning Tactics £6.99
- Kick Off + Extra Time (Budget) £6.99
- Kid Gloves (Budget) £6.99
- Kings Bounty £20.99
- ★ Kings Quest 5 .... £29.99
- League Challenge (Budget) £6.99
- Leisure Suit Larry (Triple Pack) £34.99
- Lemmings £17.99
- ★ Lemmings Data Disk 1 .... £10.99
- Life and Death £17.99
- Logical £14.99
- Lombard RAC Rally (Budget) £6.99
- Lotus Esprit Turbo £17.49
- ★ Magic Story Book £20.49
- Magnum £17.99
- Man. Utd - Europe Edition £17.49
- Maupiti Island £17.99
- ★ Mega-Lo-Mania £20.49
- Mercs £17.49
- Metal Mutant £17.49
- Miami Chase (Budget) £6.99
- Mindgames (Compilation) £17.49
- Monopoly Deluxe £14.99
- Moonbase £23.99
- Murder £17.49
- ★ Myth £17.99
- ★ Napoleon 1 .... £20.99
- ★ Nebulus 2 .... £17.49
- Ninja Remix £16.99
- North and South (Budget) £6.99
- Oriental Games £17.49
- Panza Kick Boxing £17.49
- Passing Shot (Budget) £7.99
- PGA Tour Golf £17.49
- Platinum (Compilation) £17.49
- Player Manager £14.49
- Populous £16.99
- Populous Promised Lands £8.99
- Postman Pat (Budget) £6.99
- Powermonger £19.99
- ★ Powermonger Data Disk 1 .... £11.49
- Power Up (Compilation) £20.49
- PP Hammer & Pneumatic Weapon £16.99

....the largest room!....

- Predator 2 .... £16.99
- Prehistorik £17.49
- Premier Collection (Compilation) £17.99
- Prince of Persia £17.49
- Pro Boxing (Budget) £6.99
- Pro Flight (Hi-Soft) £32.99
- Pro Tennis Tour 2 .... £17.49
- Railroad Tycoon (1 Meg) £24.99
- Rainbow Collection (Rainbow Islands, Bubble Bobble+ New Zealand Story) £14.99
- RBI II Baseball £20.49
- ★ Rodland £17.99
- ★ Rolling Ronny £17.99
- ★ R-Type 2 .... £17.49
- Sarakon £14.99
- Secret of Monkey Island £17.49
- Secret of the Silver Blades (1Meg) £20.49
- Shadow Dancer £16.99
- Shapes & Colours (Educational) £6.99
- Shinobi (Budget) £6.99
- Shoot 'Em up Construction Kit £20.49
- ShufflePack Cafe (Budget) £6.99
- Silkworm (Budget) £6.99
- Sim City Architecture 1 (Future) £11.99
- Sim City Architecture 2 (Ancient) £11.99
- Sim City &Populous (Twin Pack) £19.99
- ★ Simpsons - Bart Vs The Space Mutants £16.99
- ★ Sinbad (Budget) £7.99
- Skidz (Budget) £6.99
- Skychase (Budget) £7.99
- Sliders £17.49
- Sorcerer (Budget) £8.49
- Speedball 1 (Budget) £7.99
- Speedball 2 .... £16.99
- Spirit of Excalibur (1 Meg) £20.49
- ★ Spot £14.99
- Stack-Up (Budget) £6.99
- Stormball £17.49
- ★ Striker Manager £17.49
- Strip Poker II + Data Disk 1 .... £6.99
- Summer Edition (Budget) £6.99
- Super Cars 2 .... £16.99
- Super League Soccer (Budget) £6.99
- Super Monaco Grand Prix £16.99
- ★ Swap £17.49
- Switchblade 2 .... £17.49
- SWIV £17.49
- Table Tennis Simulator (Budget) £6.99
- ★ Tangram £17.49
- Tennis Cup (Budget) £6.99
- Test Drive II (Compilation) £20.49
- The Executioner £17.49
- ★ Thunder Hawk £20.99
- ★ Thunder Jaws £17.49
- TOKI £16.99
- Treasure Island Dizzy (Budget) £4.99
- Trivial Pursuit £14.49
- Turrican 2 .... £16.99
- TV Sports (US) Football (Budget) £7.99
- Typhoon Thompson (Budget) £6.99
- Virtual Reality £24.99
- Virtual Worlds (Compilation) £20.49
- VIZ £14.49
- Wargames Construction Set £20.49
- Warlords £17.99
- Warzone £14.99
- Waterloo (Budget) £7.99
- White Sharks £16.99
- Wings of Fury (Budget) £6.99
- Wizball (Budget) £6.99
- Worlds at War £16.99
- ★ Worldclass Cricket £19.99
- Worldclass Leaderboard (Budget) £6.99
- Wrath of the Demon £20.49
- Wreckers £17.49
- Xenon 2 (Budget) £7.99
- Xybots (Budget) £6.99
- ★ Zone Warrior £17.49
- Zork 3 (Budget) £7.99

The Study

....serious work going on in here!....

- 3D Construction Kit plus FREE Video £31.99
- Aztec C Professional £109.99
- Aztec C Developer £159.99
- Complete Colour Solution (Rombo) £164.99
- Deluxe Music Const. Set £49.99
- Devpac V2.0 .... £44.99
- Excellence V2.0 .... £119.99
- Lattice/SAS C £169.99
- Professional Page V2 .... £179.99
- Scribble (Platinum) £39.99

The Library

....lots of books on the shelves!....

- Amiga Assembly Language Programming £13.49
- Amiga Basic Inside and Out £17.99
- Amiga C for Beginners £17.49
- Amiga C for Advanced Users £29.99
- The C Programming Language (2nd Edition) (Kernigan/Ritchie) *Excellent* £24.99
- Amiga Disk Drives inside + out £25.99
- Amiga DOS Reference Guide £13.99
- Amiga For Beginners £11.99
- Amiga Graphics inside + out £29.99
- Amiga Hardware Ref. Manual £23.99
- Amiga Machine Language £13.99
- Amiga Printers Inside & Out + Disk £31.99
- Mastering AmigaDOS Vol. 1 .... £19.99
- Mastering AmigaDOS Vol. 2 .... £17.49
- ROM Kernal (Includes + AutoDocs) £29.99
- ROM Kernal (Ref Libs + Devices) £29.99
- Amiga System Programmers Guide £29.99

The Office

....useful programs for busy people!....

- Cashbook Controller £44.99
- Cashbook Combo (Cashbook Controller + Final Accounts combined) £59.99
- Day by Day £23.99
- DG Calc £29.99
- Final Accounts £29.99
- Gold Disk Office £104.99
- Home Accounts I £24.99
- Home Accounts II £39.99
- Mailshot Plus £39.99
- Personal Tax Planner £39.99
- Protext V5 .... £109.99
- Quick Write £49.99
- System 3 .... £44.99
- System 3E (Extended version of above) £59.99
- Wordworth (Excellent word processor, package) £94.99

The Post Room

Please make Cheques/PO's payable to "K.G. Leisure". And remember to add £1 for post & packaging (U.K.). You can order using your credit card, by telephone or sending the following details to us at the address below.

Card No.................................Exp. Date.............

Name (on card)...

Address...

....

Signature..........................Amount..........10/91

The Small Print Room

All items subject to availability. Credit Card orders debited only on day of despatch. Please allow sufficient time for cheque clearance. Above prices apply to Amiga Format only and are subject to variation. E & O.E

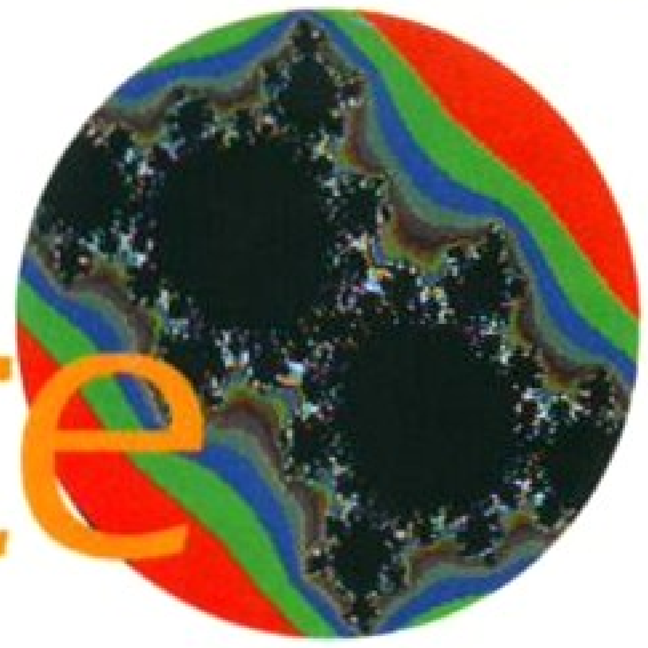
(Dept AF), 2 Hengoed Hall Drive, Cefn Hengoed, Hengoed Mid Glamorgan, CF8 7JW.

The Storage Room

....space for everyone here!....

- TDK/Sony/Verbatim Branded high quality 3.5" DSDD disks (boxes of 10 including labels) .... per box £8.99
- Unbranded Disks 3.5" DSDD including labels .... each 49p
- Null Modem lead; used for 2 player mode in games like Populous & Powermonger etc .... only £9.99
- 1/2 Meg RAM Expansions with clock
  - (16 Chip version) £24.95
  - (4 Chip version) £34.95

PD Update





The Public Domain offers you a cheap and vast supply of information and enjoyment, entertainment and information. Discover what's worth splashing your cash on with **Pat McDonald.**

THE ADVENTURES OF NORRIS
VIRUS FREE PD



Everything in Norris is simple but demanding. Actually making it up the tree is an achievement – getting back down on your first attempt is virtually impossible.

This game had me swearing furiously and returning for more each time. It's fairly simple to play – just movement and fire to jump around the platforms to collect the keys. The problem is that your timing has to be spot-on every time.

Norris is a dwarf who has to escape from a castle. Dotted around the playing area are various objects to help him progress. Getting to them is a matter of judging the distance and hoping you make the jump. Falling too far will kill Norris, as will contact with any of the beasties who move along their predictable paths.

You get 10 lives to start with, and you'll need them. Often you go through five or six trying to get past one obstacle – but once you've worked out the right moves, you can progress to the next problem. Jolyon Myers and Glenn Cleary have done a thorough job on the playability, look and feel of Norris.

I really enjoy this game. I hated it when I first saw it, but after a few attempts it's got a hold on me. Please note that it's licensed exclusively to Virus Free PD, but for £3 that hardly matters. If you want a tough platform game and you have a responsive joystick, get this.

NO MAN'S LAND
VIRUS FREE PD 1747



No Man's Land is an extremely fun two-player game.

This is from Sweden, it's two-player only and is great played against a friend. Simple plot – whoever's alive wins, whoever dies doesn't. You just run around any of the 10 levels, picking up weapon containers and letting rip with items like bazookas, grenades, homing missiles and so on. You can also use proximity mines and bombs too.

Bear in mind that you need two joysticks. The graphics are small (to give you a better chance of avoiding fire) and naturally it's very competitive. Oxygen – the team responsible – have some good ideas on games – let's hope the next one can deliver a bit more in one package.

BIG TOP FUN
DEJA VU (AMOS PD) LPD29



More *Big Top Fun*. Hmm. What else could 'skid' spell? 'Disk', perhaps?

Roll up! Roll up! Sparx (Len and Anne Tucker) really are churning out the educational titles. Personally, I think this situation is great – you need plenty of choice to keep children's interest, and if the choice comes from the PD then so much the better.

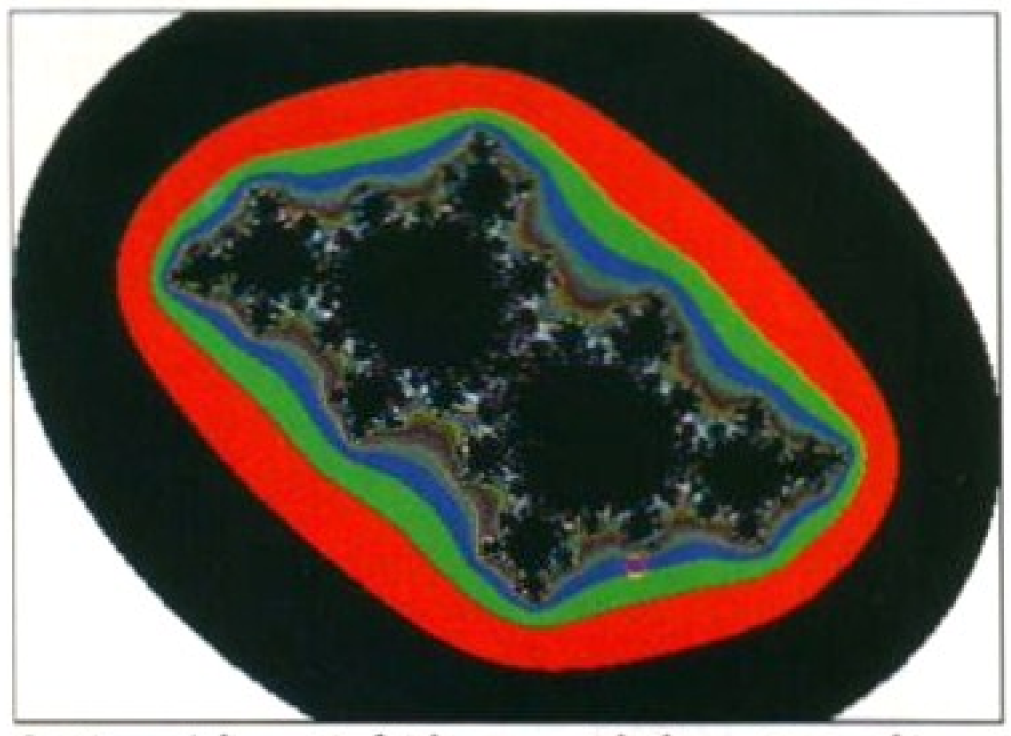
The whole idea is that you are at a circus, and must help the performers to get their acts right. There are four acts on the disk – selection is up to the usual Sparx 'easy as pie' standard. The first is *Word Balance*. A unicyclist rides onto the screen holding a picture of an object. You have to choose the word which matches the object to get it right.

Matchplay is a simple 'find the pairs' game, while *Seal-A-Grams* is an excellent way of introducing children to anagrams. A clown throws a set of balls to some seals and on each ball there is a letter, but the word they make up is scrambled. Click on the seals' heads to swap the balls – even randomly - until you find the right combination letters. A very innovative (and fun) idea.

Completing the list is *Balloon Burst*. A clown walks back and forth across the screen, with a lot of balloons floating above him. Pressing the mouse button makes the clown shoot upwards – the idea is to shoot the balloons with the correct letter on them. There's an on-screen clue which describes the word, but if you just shoot all the balloons you'll get there anyway.

The graphics are bright and colourful, everything moves smoothly and you don't get stuck. If you want you can switch the speech on (so the Amiga tells you what's going on, albeit in a robotic voice). Each act has three difficulty levels too – it's great.

FRACGEN II
DEJA VU (AMOS PD) LPD36



Getting a Julia set is fairly easy with the system – this took about an hour to do and colour-cycles quite beautifully with *DPaint III*.

Bored of Julia's? Sick of the sight of Mandelbrot's? Want to see some different fractals on your Amiga screen? Look no further.

Fractals are those oh-so-pretty graphics that you often see on Channel Four programs about computers. The easy way to think about them is as a graph. Yes, they have lots more colours and shapes than a standard mathematical graph, but the principle behind them is much the same. This can draw lots of different kinds of fractal, including Julia and Mandelbrot sets, but also includes many other weird kinds of fractals. Although very easy to use, because the programs are all written in AMOS BASIC the images are a tad slow to appear. Still, it's nice to see some people doing some different things with fractals.

UTILITIES PACK
17 BIT 1211

Now this is good. If you're starting to explore the mysteries of the Shell or CLI, and you are a bit stuck as to how to write startup-sequences, then this disk will give you a few clues. It's got a beginners' section with documents on using the standard Workbench commands like CD, Type, Copy and so on. Then it goes on to including oddball PD commands like PPmore, Showpic and so on.

The disk is very well-documented and very easy to use (which is saying a lot, considering it uses the CLI exclusively). It introduces ideas like Workbench hacks

Continued on Page 175

AMIGA PACKS AT THEIR VERY BEST
TO ORDER **YOURS** JUST CALL **MANDY, CAROL** OR **MELANIE**

1. CARTOON CLASSICS PACK
- ★ A500 Computer Pack
- ★ 1Mb Memory
- ★ Super Joystick
- ★ De-Luxe Paint III
- ★ Lemmings
- ★ The Simpsons
- ★ Captain Planet

Pack Price **£369.95**

2. ULTIMATE GAMES PACK
- ★ A500 Computer Pack
- ★ 10 Fantastic games
- ★ Disk Box
- ★ 10 Disks
- ★ Mouse Mat
- ★ Dust Cover
- ★ 512K Ram upgrade (fitted)
- ★ Super Joystick

Pack Price **£369.95**

3. PUBLISHERS PACK
- ★ A500 Computer Pack
- ★ Kindwords 2.0
- ★ Pagesetter 1.2
- ★ Headline Font Pack
- ★ Tutorial
- ★ Artists Choice Art Pack
- ★ Disk Box
- ★ 10 Disks

Pack Price **£369.95**

4. BEGINNERS PACK
- ★ A500 Computer Pack
- ★ Wicked 9 game pack
- ★ Quality Mousemat
- ★ Pack of 10 disks
- ★ Super Joystick

Pack Price **310.95**

5. HEROES PACK
- ★ A500 Computer Pack
- ★ Indiana Jones
- ★ Robocop
- ★ Batman The Movie
- ★ Ghostbusters II

Pack Price **£310.95**

6. STANDARD PACK
- ★ A500 Computer Pack
- ★ TV Modulator
- ★ 1Mb Disk Drive
- ★ Mouse
- ★ Speech Synthesis
- ★ Manual & Work Disks
- ★ All Leads
- ★ Joystick

Pack Price **£299.95**

For extra 512K memory on packs 4, 5, 6 (fitted) add only £24.95 (£28.95 with clock)

★ NEW ★ AMIGA ADDED VALUE OUTFIT PACKS
All packs come with the Amiga Value Pack of your choice (choose from above)

MONO PRINTER PACK
- ★ Amiga Value Pack (Your choice of 3)
- ★ LC10 Mono
- ★ All connecting cables

ONLY **£439.99**

COLOUR PRINTER PACK
- ★ Amiga Value Pack (Your choice of 3)
- ★ LC200
- ★ All connecting cables

ONLY **£494.99**

STEREO COLOUR MONITOR PACK
- ★ Amiga Value Pack (Your choice of 3)
- ★ 1084S or Philips 8833II (Please state which)
- ★ All connecting cables

ONLY **£539.99**

PROFESSIONAL PACK
- ★ Amiga Value Pack (Your choice of 3)
- ★ 1084S or Philips 8833II (Please state which)
- ★ LC200
- ★ All connecting cables

ONLY **£739.99**

Free 16 day hotel accommodation vouchers with every pack.

COMMODORE HARD DRIVES
- A590 1/2 Meg..................£275
- A590 + 1Mb..................£309
- A590 + 2Mb..................£330

1Mb and 2Mb Upgrades fitted FREE

ESSENTIAL COMPUTER ACCESSORY PACK 1
- ★ Competition Pro 5000 joystick .RRP £14.95
- ★ High quality solid perspex computer dustcover ....RRP £9.95
- ★ 20 3 1/2" DS/DD disks with labels ....RRP £16.95
- ★ 40 capacity lockable disk box ....RRP £4.95
- ★ 3 1/2" disk drive cleaner kit........RRP £4.95

TOTAL RRP £52.75
PACK PRICE £29.95

ESSENTIAL COMPUTER ACCESSORY PACK 2
- ★ Naksha high quality powermouse .....RRP £34.95
- ★ High quality mousepad ....RRP £8.95
- ★ High quality solid perspex computer dust cover ....RRP £14.95
- ★ Twin joystick/mouse extension leads .RRP £9.95

TOTAL RRP £68.80
PACK PRICE £29.95

COMMODORE A501 SCOOP PURCHASE
- ★ Official 512K Ram upgrade for A500
- ★ Complete with battery backed clock
- ★ Enclosed in protective shielding
- ★ Only approved upgrade not invalidating warranty
- ★ Official Commodore 1 year guarantee

RRP £99.99 **SCOOP PRICE £39.99**

ORDER WHILST STOCKS LAST!

AMIGA PERIPHERAL PACKS

PACK 1
- Megaboard Ram Expansion...........**RRP £49.95**
- 40 capacity lockable disk box.........**RRP £9.95**
- 20 3.5" DS/DD disks with labels ...**RRP £19.95**

TOTAL RRP £79.85 .....PACK PRICE £39.95

PACK 2
- PC 880 3.5" disk drive....................RRP £89.95
- Megaboard Ram Expansion ....RRP £49.95
- 40 capacity lockable disk box...........RRP £9.95
- 20 3.5" DS/DD disks with labels .....RRP £19.95
- 3.5" disk drive cleaner kit.................RRP £9.95

TOTAL RRP £179.75 ...PACK PRICE £99.95

DOW COMPUTERS

UNIT 3, FORGE CLOSE, LITTLE END ROAD, EATON SOCON, CAMBS

BLITTERCHIPS QUALITY AMIGA PD

UTILITIES

12 Bootbench v2.0, intro creator
54 Utilities disk 4 by Red Devil
227 T.V. Graphics, and fonts (2 disks)
228 Video applications (2 disks)
251 Blitterchips virus killer disk
282 Darkstar utils disk 2
283 Darkstar utils disk 3
318 Dope the intro maker
345 Extravaganza, 26 utilities
377 Red Devils utils disk 6, superb!
408 Audio utilities from the Warriors
435 ARP V1.3 with full documentation
445 Sydney & Friends, SID and loads more
471 Jazzbench, replace your workbench
506 DBW render, ray tracing program
549 Home utils, Wordwright, Scalc etc
573 The Clerk V3.0, Accounting program
613 Soundtracker Professional (Protracker)
616 D-Copy, very good copier indeed
623 C-Light, ray tracing program very good
636 Razor 1911 Tooldisk, loads of utils
640 Mobed V1.0, a Movable Object Editor
641 Speedbench, a faster loading W/Bench
647-653 Volumes 1-7 clip art by Andy Hughes (may be purchased separately if required)
701 P.D. Spectacular, 40 utils on this disk
706-715 Ten disks of instruments for MED, Soundtracker etc. ST-01 to ST-10, may be purchased separately if required
735 Flexi Base, a more friendly data base
793 Red Sector demo maker V1.0 great! (*)
813 Startrekker V1.2 Soundtracker clone
819 NIALL V2.1, teach your Amiga English!
843 ICONMANIA, mess about with icons, good
846 Joy of Printing, 28 new Amiga fonts
868 Utils disk 1, By C. Palmer. V.Good.
877 NORTH C V1.3 please note 2 disk set
898 Audio Magic V1.1, full of useful utils
945 Graphics utils, V.Good run from W/B
956 C-Manual V2.0. Please note 4 disk set
993 Master Virus Killer V2.1, kills 124!!
994 Q-Base, (data base) and Spread also.
996 A-Gene, a Genealogy data base (*)
997 Sound Applications, please note 2 disks
1008 Graphics Management, V.Good 2 disk set
1017 Deskbench, smarten up your workbench
1018 Bases, for use with deskbench
1019 Icons, all that a good deskbench needs
1027 Blitterchips fonts disk for the RED-SECTOR demo maker. 22 Fonts, size 32 by 32 ready for you to use, don't miss this!!
1060 MED V3.11b, latest bug fixed version!!
1061 MessySID, read PC MS DOS the easy way
1062 Something for nothing, great set of graphic utils etc, V.Good, note 2 disk set.

ANIMATIONS

4 Walker demo 1 from Star Wars (*)
5 Walker demo 2 from Star Wars (*)
16 Luxor Teenager, Ray traced animation (*)
43 Puggs in Space, a cute and funny demo
79 Education of Cool Cougar, very funny (*)
101 The very famous "Gymnast" demo (*)
291 The Lotus car chase from Agatron (*)
313 Revenge Horror show, for psycho's only
394 Stamp collector, an old but good demo
444 Fillet the Fish, similar to Puggs demo
487 Magician and Jogger. Requires w/bench (*)
582 Stealthy II Manoeuvres, great cartoon (*)
625 Juggler II, the Juggler meets a lady (*)
631 Steves animations 1, has 8 cute anims
632 Steves animations 2, has 6 cute anims
633 Batman the Movie, funny and amusing (*)
762 Porky Pig animation, funny cartoon (*)
763 Basketball player, superb ray tracing (*)
789 Steves animations 3, has 6 cute anims
790 Steves animations 4, has 5 cute anims
791 Steves animations 5, has 6 cute anims
805 Franklin the Fly, hilarious and funny (*)
863 Iraq demo, rather comical animation
865 Coyote Strikes back, poor Roadrunner (*)
866 Ami versus the Walker as reviewed (*)
913 Mars, smooth space fighter animation (*)
917 Juggette and Juggette the revenge (*)
1041 Trackball animation by Dr. Gandalf (*)
1044 Chaos in motion, Mandelbrots 2 disks (*)
1046 Ultra graphics anims, Ghostbusters (*)
1047 Anti-Lemmings, superb anim from Eric-Shwartz. needs, 2 Meg mem, 2 drives, (2 disks)

MUSIC

2 I should be so lucky by Kylie (2 disks)
301 Darkstar's music 9, 14 tunes (2 disks)
417 Electric Youth, Debbie Gibson (2 disks)
420 Lumberjack song, Monty Python (2 disks)
478 Made in Heaven by Kylie (2 disks)
525 Flash by Queen, superb sample (2 disks)
581 D-Mob music 4, good music (2 disks)
703 808 Remixes from the Beatmaster who else?
716 Bomb the Base, 8 fab tracks to listen to
718 Revolutions by Jean Michelle Jarre
722 Vocal attack the sequel, thumping music
723 Sounds of DOB II, 17 tracks of music (*)
767 The 900/Oxygen remix, collect it now (*)
770 Arcane music, 11 tracks for you to play
794 In a Silent Way, Don't miss this disk!
796 Crusaders does Genesis, superb (*)
798 Doin' the doo, B. Boo (2 disks/2 drives)
799 Wanted-Dead or Alive (2 disks/2 drives)
847 The Wall by Pink Floyd, sample of hit
848 A kind of magic, by Queen. sampled (*)
849 Do they know it's Christmas (2 disks)
856 The power of love, Huey Lewis (2 disks)
871 Winkers song, over 18yrs only (2 disks)
968 Followin you, by Madonna (2 disks)
969 Walk like an Egyptian by Bangles, sample
970 If only I could, Sidney Youngblood sample
977 Mystify, sample of INXS record
978 Give Me what I want, Sam Fox sample
980 Jarre Live, eleven good tracks of music
1030 Vivaldi's Four Seasons more of Rob Baxters superb classical music (2 disks)
1079 I love Technology by the Beatmaster
1080 Mean Machine, good music (2 disks)
1081 Groove is in the Heart, sample (*)
1082 Walk this way, remix by N. Henthorn
1084 The Golden Stars top twenty (2 disks)

GAMES

78 The Holy Grail, a very good adventure
223 Moria. Another adventure game (*)
317 Star Trek. Please note, 2 disks
362 Callisto, Daleks, Puzz and Pontoon
363 The Golden Fleece, a text adventure (*)
374 Colossus, another adventure type game.
418 Frantic Freddie the P.D. game, good fun
441 All New Psuedo Cop game, a shoot em up
458 Castle of Doom, adventure with graphics
459 Buggy Commando, playable demo, good fun
460 Flaschbier, a boulderdash P.D. game
477 Return to Earth, Space Combat/adventure
485 Grav-Attack, 17 distinct levels
511 Train Construction, make your own tracks
551 Cluedo and Monopoly, 2 great games
552 Eat Mine, has 80 screens to play at
553 Retaliator and Pacman, 2 great games
555 Drip, a painter type of game, great fun
556 Super Off Road Racer, playable preview
557 Silkworm 4, Playable shoot em up demo
558 Murder, an adventure playable preview
559 Back to the Future, playable preview
562 Spaceblitz, 4 good games to play
644 Horror Zombies, playable game preview
646 Tennis, great game of tennis (*)
665 Killing Game Show, playable preview
666 Plotting, 5 level playable demo, brill
668 Cybercon III, playable game demo
672 James Pond and Paradroid playable demos
699 Yelp, a Painter type game, Multi-levels
700 J.A.R. avoid the monsters, addictive
746 Paradroid, playable preview, fast action
749 Turrican, playable shoot em up demo (*)
899 Wraithed One, super fast quiz game
900 Blizzard, fast scrolling shoot em up
902 Mayhem, avoid the traps, addictive
1012 Excalibur, great shoot em up (*)
1014 Chinese Checkers, similar to solitaire
1015 Megaball, very good breakout game
1028 Rings of Zon, adventure type game (*)
1029 Seven Tiles, superb ball game, get it
1064 Ultimate Ride, playable preview. Good
1066 Simpsons game, simple shoot em up
1067 Star Trek, another simple shoot em up
1068 Twintris, superb Tetris variant
1069 Downhill Challenge, playable demo
1072 Battle at the edge of time, shoot em up

LARGE SELECTION OF ADULT GLAMOUR DISKS AVAILABLE TO OVER 18yr OLDS

DEMOS

132 Dragons demo 1, has lovely raster effects
22 Kefrens Mega demo 7, good multi part
44 Trilogy mega demo, V.Good (2 disks)
45 Kefrens mega demo 8, superb (2 disks)
66 Predators demo, plus game (2 disks)
95 Dexion mega demo, many varied parts
121 Mental Hangover by Scoopex, v. good.
174 Ian & Micks mega demo, 9 parts to this
199 Red Sectors mega demo, Brill (2 disks)
201 R.A.F. mega demo, superb (2 disks)
287 Golam Gates Mega demo II, worth getting
290 Red Sectors "Cebit" great vectors
321 Fractal flight animation, unusual demo
365 Budbrain (over 18 yrs for this, 2 disks)
475 Dream Pack by Tom Soft, very good disk
516 Purple, very large vector routines
539 Chromium, a great new demo by Scoopex
547 Materealized, Cryptoburners superb demo
594 Hit the Road by Flash, (2 disks)
597 Cool Fridge, superb Plasma effects here
598 Fractal animation, super mandelbrots (*)
599 Neverwhere by Crionics, interesting
614 Monty Pythons "Nudge Nudge" (2 disks)
617 The Byte Busters Mega demo, good
654 Olympia, parallax scrolling at its best
655 Unreal game demo, to show off your Amiga
656 Pussy Innership, good graphics and game
657 Goldfire mega demo, nice lips!
750 Budbrain II a new disk from Budbrain
751 Colour Cycling, superb effects, get it!
759 Amos Creator II demo, official release
807 Evil Dead demo, for all you Psycho's (*)
982 Total Rebate, from the Steve Wright show
983 Total Retrial, from the Steve Wright show
984 Total Restyle, from the Steve Wright show
985 Total Respray, from the Steve Wright show
986 Total Recount, from the Steve Wright show
1095 The Undertaker, sample of Monty Python
1099 Substance by Quartex, super demo, good
1101 Enigma from Phenomena, terrific demo

AMOS LICENCEWARE

NOW CALLED DÉJÀ VU OFFICIAL DISTRIBUTOR

LPD1	Colouring book	(*)	for children
LPD2	Arc Angels maths.		for children
LPD4	Thingamajig	(*)	for children
LPD5	Jungle Bungle	(*)	for children
LPD6	Pukadu & Sprites	(*)	game
LPD7	4 Way Link	(*)	game
LPD8	Learn & Play	(*)	for children
LPD9	Amos Assembler V1.		util
LPD10	Word Factory	(*)	for children
LPD11	Go Getter game	(*)	game
LPD12	Hypnotic Lands	(*)	game
LPD13	Jigmania	(*)	game
LPD14	Play it Safe	(*)	for children
LPD15	Angels Shapes	(*)	for children
LPD16	Reversi II	(*)	game
LPD17	Dogfight II	(*)	game
LPD18	Touchstones	(*)	game
LPD19	X-IT-50.		game
LPD20	Wordy.		word processor
LPD21	Quingo	(*)	quiz game
LPD22	LC10 Fonts.		utils
LPD23	ESP.		game
LPD24	Shining Way of Kung Fu (*) game. Please note, LPD24 is a 2 disk set. Special price £5.50		
LPD25	The Mission	(*)	adventure
LPD26	C.Y.A.D.	(*)	puzzle game

PLEASE NOTE LICENCEWARE IS £3.50 a disk, which includes a contribution to the programmer £3.50 A DISK set by Amos P.D.

NEW PRICE FOR PUBLIC DOMAIN SOFTWARE

PUBLIC DOMAIN £1.25
AMOS LICENSEWARE £3.50

PRICE IS PER DISK NOT PER TITLE
SPECIAL OFFER! ORDER 10 DISKS AND GET TWO FREE

PLEASE ADD 50p for P/P to your total order value U.K. orders

PLEASE NOTE: Disks marked (*) require 1 Meg of memory

SLIDESHOWS

20 Forgotten Realms, Fantasy, devil etc.
53 Nasa pictures, Space Shuttle etc.
111 Exodus Scrolly pics, this is different
112 Space Bubbles, terrific fantasy pics
359 Agatron 6, reviewed Amiga Format Sept 90
472 Viz slideshow as seen in Amiga Format
474 Madonna slideshow, lots of pictures
480 Saucy Postcards, naughty but nice
484 Garfield slideshow, everybodys favourite
509 Watership Down, slides for the kiddies
589 Iron Maiden slides, for fans only
591 Robocop 2 slideshow, from Turbo Mart
635 Total Recall, sound and digitised pics
667 Future Visions, more fantasy pictures
674 Michael Jackson, eleven pics on this.
684 Biebel Strory, funny cartoon pictures.
739 Slideshow Spectacular, superb Hi-Res
757 Neighbours, digi pics from the TV show
758 Yabba Dabba Doo, great cartoon pictures
766 Annie Jones, ten digi pictures of Annie
779 Twin Peaks, pictures from the TV show
780 Debbie Harry pics, 2 disks 2 drives (*)
781 Wendy and Lisa, pictures of the pop duo
782 Nightmare on Elm St. 2 disks, 2 drives (*)
784 Definative Madonna, 3 disks, 2 drives (*)
894 Red Dwarf slideshow, 2 disks, 2 drives
895 Heavy Rock slideshow, kiss/Deff Leppard
904 Countach fantasy slideshow 1
905 Countach fantasy slideshow 2
987 Tribute to the Gulf, Patriotic this is!!
988 Bruce Lee pictures, 3 disks, 2 drives (*)
991 Belinda Carlisle slideshow, great pics.
1036 Belinda Carlisle pics, yet more pics
1038 Cindy Crawford pics, 2 disks, 2 drives
1040 Pixelium, super hand drawn pics (*)
1092 Kim Wilde slideshow, approx 14 pictures
1093 Invisible World, very different, v. good

PRICES ARE PER DISK. PLEASE NOTE: SOME TITLES ARE MORE THAN 1 DISK.

FRED FISH DISKS

We now have the complete library in stock from disk 1 to disk 500

T-BAG DISKS

We stock from disk 1 to 54

GUARANTEED

Now over 1,800 titles in stock, full details are on our catalogue disk for only £1, or sent free with your order

Phone and collect service now available

Orders are despatched the same day

Now over 12 years of business experience behind us

Vast stocks are held so no waiting and no delays

We are open 10am-7pm, Monday-Friday and 9am-4pm Saturdays

You can Fax your order to us on **(0535) 667469**

MINIMUM ORDER 3 DISKS BY CREDIT CARDS

OVERSEAS ORDERS

please add 30p per disk Europe, 60p per disk rest of world.

HOW TO ORDER

VISA Write down the numbers of the disks you require and send it with your cheque, a postal order or your Access/Visa card details to: Access

BLITTERCHIPS, "Cliffe House", Primrose Street, Keighley, West Yorkshire BD21 4NN

or you can phone our credit card HOTLINE with your order today.

(0535) 667469

VAT registration No. 181 2908 62.

POST HASTE

ALL PRICES INCLUDE VAT & DELIVERY TO YOUR DOOR!

Select any 3 titles valued at £7.99 or less and you pay only £20

SOFTWARE

The following games titles are limited offers at the time of going to press. Please order early to avoid disappointment!

We stock all the latest and currently available titles which we offer at **30% OFF** *of recommended retail price!*

GAMES

Title	Price
3D Construction Kit	32.99
3D Pool	7.99
Afterburner	6.99
Anarchy	6.99
Antheads	9.99
Atomic Robokid	6.99
Balance of Power	6.99
Barbarian (Palace)	6.99
Batman	7.99
Battlemaster	8.99
Bionic Commando	6.99
Blitzkrieg (1 Mb)	12.99
Cabal	6.99
Cape 'n' Carnage	6.99
Captain Fizz	4.99
Carrier Command	9.99
Centrefold Squares	7.99
Chase HQ II	9.99
Chuckie Egg	7.99
Chuckie Egg II	7.99
Classic 4	5.99
Colossus Chess X	7.99
Corporation & Mission Disk	12.99
Cosmic Pirate	6.99
Datastorm	6.99
Defender of the Crown	7.99
Deluxe Strip Poker	7.99
Double Dragon	6.99
Double Dragon II	7.99
Dragon Breed	6.99
Drivin Force	4.99
Dungeon Quest	6.99
Dynasty Wars	6.99
E-Motion	4.99
Enchanter	7.99
Eswat	8.99
European Superleague Soccer	12.99
Exolon	4.99
FA-18 Interceptor	8.99
Falcon Missions Vol 1	7.99
Fantasy World Dizzy	5.99
Fast Food Dizzy	5.99
Fast Lane	4.99
Fernandez Must Die	4.99
Ferrari Formula One	7.99
Full Contact	7.99
Gauntlet 2	6.99
Grand Monster Slam	6.99
Grand National	8.99
Gremlins 2	7.99
Hard Drivin' II	9.99
Heroes (compilation)	9.99
Hitchhikers Guide to the Galaxy	7.99
Hong Kong Phooey	6.99
Hostages	6.99
Impossible Mission II	6.99
Indiana Jones+ Zak McKraken	12.99
James Pond	7.99
Jumpin Jackson	7.99
Keef the Thief	7.99
Last Ninja 2	6.99
Leather Goddesses of Phobos	7.99
Legend of Djel	6.99
Line of Fire	8.99
Lombard RAC Rally	6.99
Loom	12.99
Monty Pythons Flying Circus	8.99
New Zealand Story	6.99
Ninja Rabbit	5.99
Ninja Spirit	7.99
Pacland	7.99
Planetfall	7.99
Powerplay	4.99
Predator	6.99
Pro Boxing Simulator	6.99
Pub Trivia	4.99
R-Type	6.99
Raider	4.99
Roadblasters	6.99
Ruff 'n' Ready	6.99
Shufflepack Cafe	6.99
Shadow of the Beast	9.99
Silkworm	6.99
Skate of the art	6.99
Sporting Triangles	7.99
Steve Davis Snooker	7.99
Super Scramble Simulator	6.99
Steel	4.99
Subbuteo	6.99
Super Grand Prix	5.99
Super League Soccer	6.99
Super Off Road Racer	8.99
Swords of Twilight	7.99
Teenage Mutant Hero Turtles	12.99
Tennis Cup	6.99
Terrorpods	4.99
The Deep	4.99
The Spy Who Loved Me	7.99
Thunderblade	6.99
TNT (compilation)	9.99
Treasure Island Dizzy	4.99
Trivial Pursuit	12.99
Turrican	7.99
Turrican2	12.99
Tusker	7.99
U.N.Squadron	7.99
Vigilante	6.99
Vindicators	6.99
Viz	8.99
Voodoo Nightmare	7.99
Wacky Darts	5.99
Warhead	7.99
Wheels of Fire (compilation)	12.99
White Death (1 Mb)	12.99
Wind Walker	7.99
Wierd Dreams	7.99
Winning Tactics	6.99
Wishbringer	7.99
World Class Leaderboard	6.99
World Cup Year 90 Compilation	9.99
Xenon	6.99
Xenon II	7.99
Yogi's Great Escape	6.99
Zork	7.99
Zork III	7.99

CDTV
Now in Stock
only £569
10% OFF all CDTV Software!

A590 Upgrades
45Mb............£229
90Mb............£389
135Mb............£479
173Mb............£529
All prices include fitting, formatting & return postage!!!

512k RAM EXPANSIONS
only £25
£29 with Clock!

SERIOUS

Title	Price
VIDEO	
Photon Video (Cel Animator)	14.99
Deluxe Video III	59.99
Aegis Animagic	59.99
Broadcast Titler 2	174.99
AmigaVision	89.99
Scala	174.99
TV Text Professional	89.99
TV Show 2	49.99
Videotitler 1.5 3D	69.99
ACCOUNTS	
Home Accounts	27.99
Cashbook/Final Accounts	44.99
Personal Tax Planner	29.99
Personal Finance Manager	21.99
Small Business Accnts Cash	59.99
Small Business Accnts Xtra	79.99
GRAPHICS	
Deluxe Paint 3	54.99
Photon Paint	6.99
Deluxe Photolab	49.99
Real Things Birds	24.99
Real Things Humans	24.99
Real Things Horses	19.99
ProFills	24.99
Pixmate	37.99
Butcher	27.99
The Art Department	49.99
The Art Department Pro.	134.99
Kara Anim Fonts 1	29.99
Kara Anim Fonts 2	29.99
Kara Anim Fonts 3	29.99
Kara Fonts Headlines 1	49.99
Kara Fonts Headlines 2	44.99
Kara Fonts Sub Headlines	44.99
3D MODELLING & RENDERING	
Sculpt 3DXL	84.99
Sculpt Animate 4D	229.99
Vista	42.99
Vista Professional	69.99
Imagine	189.99
3D Professional	349.99
Real 3D Beginners	119.99
Real 3D Professional/Turbo	299.99
WORDPROCESSING	
Scribble Platinum	39.99
Kindwords 2	39.99
Interword	39.99
Penpal	69.99
Excellence 2	89.99
Protext 4.2	74.99
Protext 5.0	109.99
ProWrite 3.1	99.99
Word Perfect 4.1	159.99
Word Perfect Library	79.99
Wordworth	89.99
SPREADSHEET	
Advantage	79.99
DG Calc	28.99
DATABASES	
Infofile	34.99
Superbase Personal 2	69.99
Superbase Professional 4	199.99
INTEGRATED (WP/SS/DB)	
The Works Platinum	59.99
Gold Disk Office	109.99
DTP	
Pagesetter 2.0	52.99
Pro Page 1.3	99.99
Pro Page 2	199.99
Pro Draw 2	99.99
Outline fonts	99.99
Gold Disk Fonts 1-4	34.99
Structured Clip art	39.99
Eclips	79.99
Proclips	17.99
Deluxe Print II	34.99
CAD	
X-CAD Designer	74.99
X-CAD Professional	159.99
Aegis Draw 2000	99.99
PROGRAMMING	
AMOS	32.99
AMOS Compiler	20.49
Devpac 2	49.99
Lattice C	219.99
Hisoft Basic	57.99
Hisoft Basic Extend	14.49
MUSIC	
Deluxe Music Const. Set	49.99
Quartet	35.99
Mastersound sound sampler	29.99
Music X Junior	74.99
Tiger Cub+Midi Interface/leads	79.99
Bars & Pipes Professional	174.99
MISCELLANEOUS	
BAD Disk Optimiser	34.99
Cross Dos 4	29.99
Dos 2 Dos	39.99
Disk Master	39.99
FaccII	24.99
GB Route	34.99
Quarterback H/ Disk Backup	49.99
Quarterback Tools	59.99
Byte'N'Back H/ Disk Backup	18.99
EDUCATIONAL	
Answerback Junior	14.49
Answerback Senior	14.49
Arithmetic (Answrback facts)	7.49
Ass.Football (Answrback facts)	7.49
Spelling (Answrback facts)	7.49
Better Maths (12-16)	16.49
Better Spelling (over 8)	16.49
Three Bears	16.49
Donald's Alphabet	17.49
Distant Suns (Astronomy)	32.99
Deep sky Objects	14.99
Skymap Expansion	14.99
First letters	6.99
First Letters & Words	17.99
Fun School II (2-6)	14.49
Fun School II (6-8)	14.49
Fun School II (Over 8s)	14.99
Fun School III (Under 5s)	17.49
Fun School III (5-7)	17.49
Fun School III (Over 7s)	17.49
Game Set and Match	13.99
Goofy's Railway	17.49
Henrietta's Book of Spells	17.49
Hooray for Henrietta (5-12)	17.49
Junior Typist (5-10)	12.49
Kid Talk	17.99
Kid's Type	17.49
Lets Spell at Home	14.49
Lets Spell at the Shops	14.49
Mickey's Runaway Zoo	17.49
Magic Maths (4-8)	16.49
Maths Mania (over 8)	16.49
Math Talk Fractions	17.99
Mavis Deacon Teaches Typing	20.49
Mix & Match	17.49
Prof Hunts for Words	17.99
Prof Looks Words	17.99
Prof Makes Sentences	17.99
Prof Plays a New Game	17.99
Puzzle Book	14.49
Puzzle Book II	14.49
Puzzle Storybook	17.99
Sesame Street Letters	14.49
Sesame Street Numbers	14.49
Spellbook	14.99
Things to do with Numbers	14.49
Things to do with Words	14.49

FAST FIXED PRICE COMPUTER REPAIRS
AMIGAS (Excluding Keyboard, Disk Drive and Fat Agnus)...£45
Atari STs (Excluding Keyboard and Disk Drive)..................£45
Commodore C64s (Excluding Keyboard)..............................£35
All prices include return postage!

CANON BJ10E BUBBLEJET.
Near Laser Quality
£269
Including Amiga Printer Driver & Lead!

AMIGAS
500s from £319
1500/2000s from £649
3000s from 2099

Panasonic KX-P4420 Laser Printer
only £849
HP Paintjet colour inkjet printer
only £825

HARDWARE

Item	Price
AMIGAS	
Amiga 500 Basic	319
A500 Screen Gems 1Mbyte	379
A500 Cartoon Classics	379
A500 Class of 90's Pack	469
A1500 Including Monitor	888
A1500 No Monitor	649
A2000 40Mb H/Disk	1149
A3000 16Mhz/40Mb	2099
A3000 25Mhz/40Mb	2499
A3000 25Mhz/100Mb	2999
CDTV	569
10% OFF all CDTV software	
A590 20Mb Hard Drive	279
A590 20Mb H/Drive+2Mb RAM	359
Trumpcard 500 40Mb H/Drive	539
Trumpcard 2000 40Mb H/Drive	519
45Mb Hardcard A2000/A1500	349
90Mb Hardcard A2000/A1500	499
135Mb Hardcard A2000/A1500	575
173Mb Hardcard A2000/A1500	649
45Mb SCSI Hard Disk (Bare)	199
90Mb SCSI Hard Disk (Bare)	359
135MB SCSI Hard Disk (Bare)	449
173Mb SCSI Hard Disk (Bare)	499
Cumana 3,5" External Drive	59
Zydec 3.5" External Drive	55
RF 5.25" External Drive	99
CBM 3.5" Internal Floppy Drive	119
512k Ram Expansion no clock	25
512k Ram Expansion + clock	29
1.5 Mb Ram Expansion	89
A2000/1500 8Mb Ramcard	189
256kx4 RAM chips per Mb	35
1Mbx1 DRAM chips per Mb	35
CBM 68030/68882 25Mhz	899
Colour Solution(Vidi+RGBsplit)	159
Sharp JX100 A6 Col. Scanner	625
Sharp JX300 A4 Col. Scanner	2750
Golden Image Hand Scanner	175
Podscat Graphics Tablet	199
Zydec Microswitched Mouse	17
Naksha Mouse	19
Turbo Mouse	12
Mouse Mat	4
50 Blank Disks	20
ATARI STs	
520ST Discovery Pack	259
520STE Discovery Pack Extra	279
520STE with 2Mb RAM	369
520STE with 4Mb RAM	459
1040STE Family Curriculum	369
Mega STs	POA
STACYs	POA
512k expansion for 520STE	29
512k expansion for 520STFM	49
1Mb External Floppy Drive	54
1Mb Internal Floppy Drive	59
Zydec Microswitched Mouse	17
Naksha Mouse+ Op.Stealth game	24
Mouse Mat	4
50 Blank Disks	20
MONITORS	
All monitors include leads	
Philips 8833-II	239
Commodore 1084s	254
Commodore 1950 Multisync	499
PRINTERS	
All printers include leads and AMIGA PRINTER DRIVERS	
Star LC200 Colour	219
Star LC24-200 Mono	259
Star LC24-200 Colour	299
Citizen Swift 9 Colour	199
Citizen Swift 24 Colour	299
Canon Bubblejet Portable	269
HP Paintjet Colour Inkjet	825
Panasonic 4420 Laser	849
Panasonic 4420 1Mb Upgrade	199

You name it... We do it... Just phone and we'll quote... We are faster and cheaper!

PRICES QUOTED ARE SUBJECT TO AVAILABILITY.. SOME OFFERS ARE LIMITED SO ORDER EARLY TO AVOID DISAPPOINTMENT

Cheques/PO Orders to POST HASTE, 11a Burgate Lane, Canterbury, Kent. CT1 2HH

TELEPHONE HOTLINE 0227-764204 9.30am to 7.00pm

(Answerphone outside normal hours)

VISA, MASTERCARD and EUROCARD orders welcome

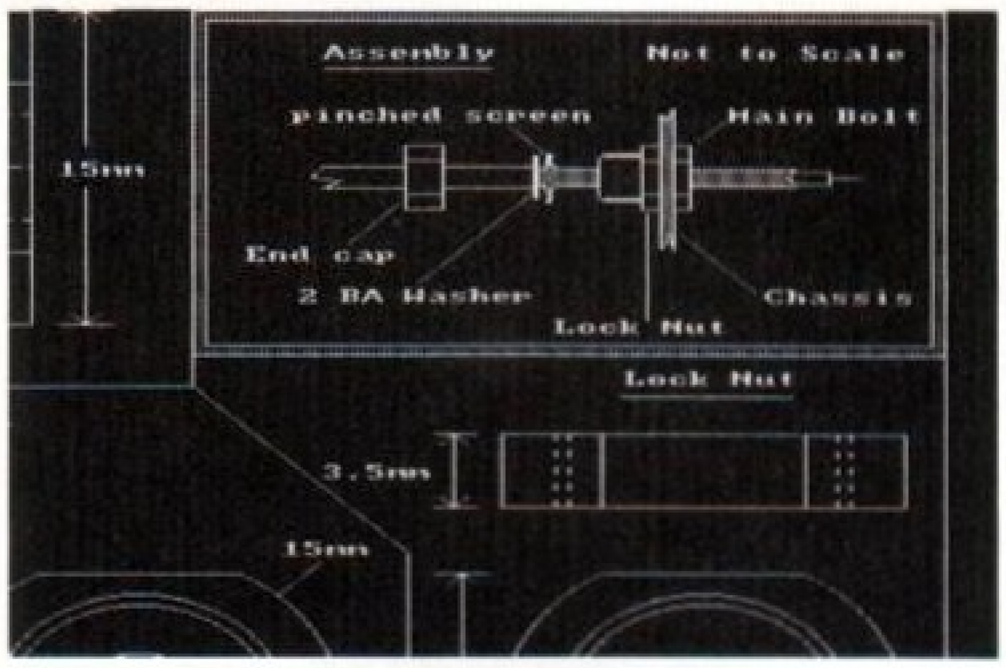
Visa, Mastercard, Eurocard and PO Orders are despatched same day!

Please allow up to 4 working days for cheques to clear. Overseas orders add £2.00 postage.

MAIL & TELEPHONE ORDERS ONLY.... NO PERSONAL CALLERS PLEASE!

– programs which customise the look and feel of a Workbench disk – and similar foreign concepts. It won't tell you everything, but if you're planning on getting a utility disk just to see what they are, then I would get this one.

T-TEC DRAW
DEJA VU (AMOS PD) LPD35



OK, so maybe the drawings that *T-Tec Draw* produces are a bit simplistic, but it's quite a nice program to actually use – you can scroll to the on-screen piece of paper you want very quickly.

Technical drawing is an abstract, precise form of art. You have to draw objects in engineering detail, showing cross-sections and odd elevations. Sure, you can use *Deluxe Paint IV* for this, but you're wasting about 95 per cent of the functions.

T-Tec Draw is a simple AMOS program for drawing straight lines, circles, distances and other technical details. It's not perfect (the menu options are very obscure until you play around for a while).

The cute feature is that the screens are drawn on an area twice as big as the screen horizontally and vertically. So if you use a scale of 1mm equals one pixel, you can draw something 640mm wide by 400mm high without squinting at an interlace screen. Hopefully a better version will follow.

INSIDERS CLUB
17 BIT 1166



All the smart people pay a visit to the Insider's Club, just pay the fee and get an envelope containing some very juicy information.

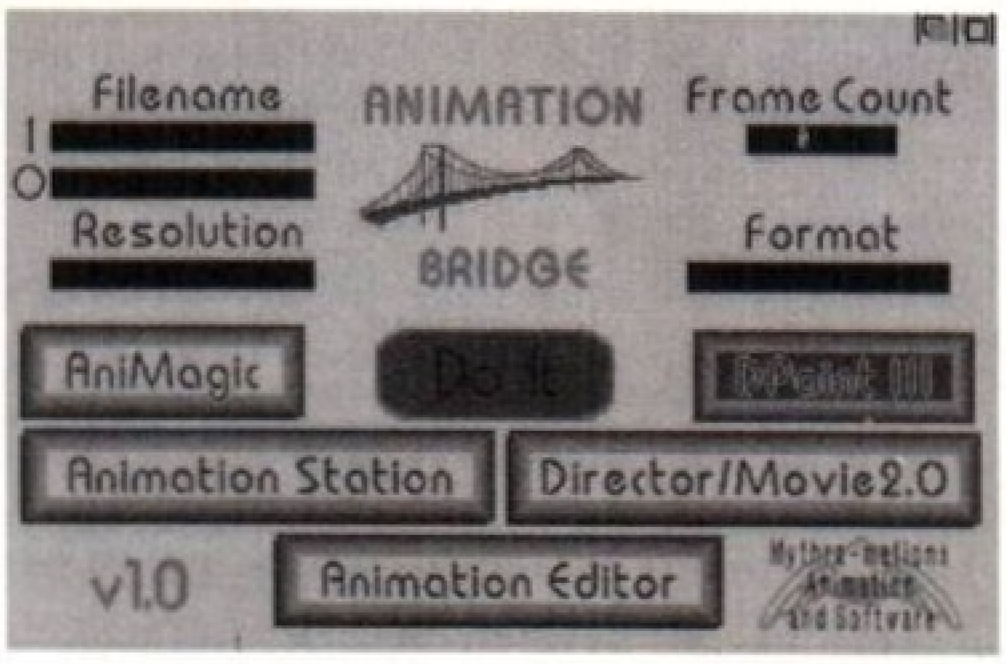
Playing the stock market has always been a bit of a mystery to me, and I wasn't expecting much from this game. It's got lots of text screens, not much in the way of graphics and the computer tends to hammer you every time, even on novice level.

The idea is very simple – you start with full ownership of one company and some money in the bank. You have to speculate on the market, see what market forces affect a company, and make a calculated decision as to whether the price of the shares will go up or down.

Alternatively, you can get some inside information. This always costs, but the results can be very lucrative: if you know that a company will be announcing a dividend soon, it's time to get some shares in that company. You get the dividend, up goes the share price and you can sell the shares the following week to get capital for your next venture.

The *Insider's Club* is a light-hearted game of yuppie capitalism. It's quite funny to think you're doing well, only to see that the computer opponent has bought half the companies in sight and has £50 million in the bank. That's life... I'll beat it one day.

CONVERSION PACK
AMIGANUTS 1143



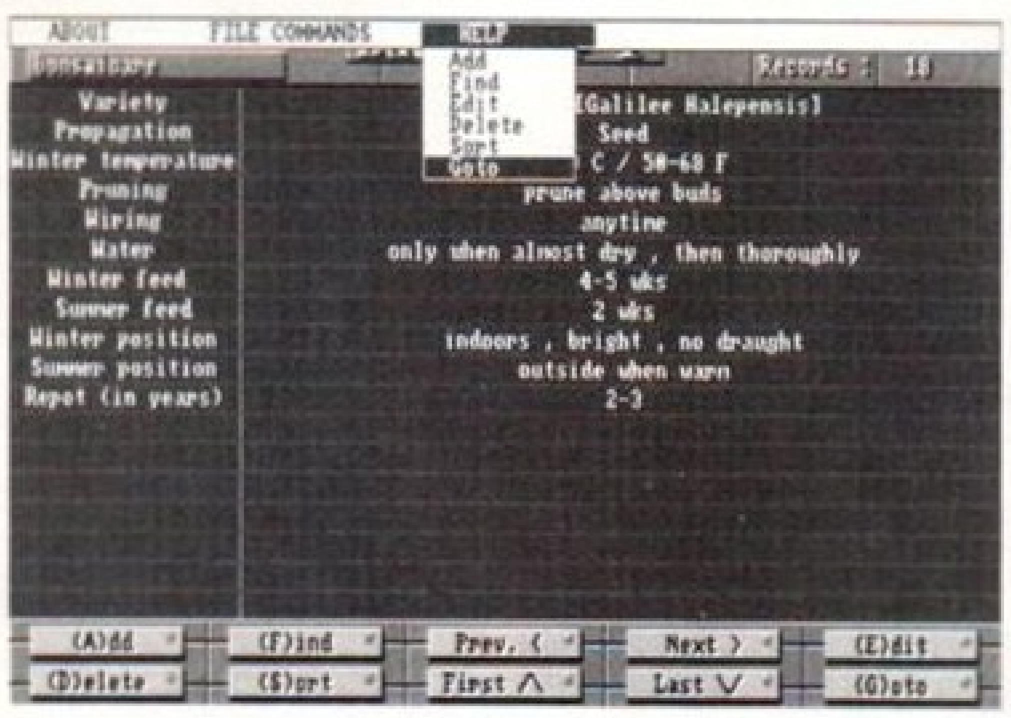
Looking a bit long in the tooth now, *AnimBridge* was once the only program for standardising Anim files to the correct standard. It's just one useful program from the *Conversion Pack.*

Got some ST, CBM64, PC or MAC graphics that you want to import into your Amiga? This disk could well help you. For a start, it's got the *MessyDOS* program up and running on it all the time, so it can easily read and write PC type disks.

There's extensive documentation for actually using all the programs. Options for file include: CBM64 Koala pictures, TIFs, GIFs, MACPAINT, PET ASCII, 24 bit to HAM-E (so you can take 24 bit raw images of red, green and blue from whatever source and convert them to HAM-E, even if you don't have HAM-E) and also a couple of IFF to raw binary convertors. Oh yes, and ST Degas and Neochrome pictures can also be translated to IFF format.

Just for laughs, the *AnimBridge* program has been put on here as well. This program will convert Anim files (animations that are produced by various pieces of Amiga software) into the official Anim5 standard – many programs put their own bits and pieces of information into Anim files, which can lead to problems when using the data with different programs. This disk is well worth getting if you have access to pictures which you want to import onto the Amiga. Thank Pod for putting it all together.

BUDDBASE
DEJA VU (AMOS PD) LPD28



The demo database file on *BuddBase* is all about Bonsai trees. Maybe that's a little strange, but actually storing and retrieving information on Bonsai (or anything else) has never been easier.

Good heavens, a new database program that's actually worth mentioning! Buddbase has three things going for it. It works on 0.5 Mb Amigas and up, so there's no problems with memory (all data is stored on disk). It works with hard disks, so it can handle fairly large databases. Finally it's very easy to use.

Before firing up, so to speak, the program goes through some loading options. These appear one at a time on the screen, and you have two choices to each one – load new database/use a database from disk, use floppy/hard disks and so on. The only slightly fiddly bit is loading a database, but there's an option to view all the databases on a disk – very handy.

Using the program is simple. True, it takes a few seconds to read a record from disk, but there's lots of scope for searching through a database and going to the right record. Well done John Brain – it's nothing special in itself but the presentation is spot on.

PD NEWS

As mentioned last month, the *Master Virus Killer V2.2* is now available, exclusively from Amiganuts United. Sadly, the author Xavier LeClerq has got tired of all those people who have not paid their shareware contributions for former versions, and so the best all-round (and easy to use) virus killer is now Licenseware. It costs £5, and I definitely recommend it. It's the only program in its class capable of detecting 153 viruses (including the new *Saddam Hussein* virus which hides in disk-validator files).

On a different note, the AMOS PD library has undergone a name change. Sandra Sharkey is now accepting non-AMOS programs into the library. To avoid confusion ("Oy, this ain't written in AMOS!") AMOS PD is known now as Deja Vu.

Finally, Senlac has got a licence to distribute the full version of *3DMaster*, the fast ray-tracing program I mentioned in *Amiga Format* 25, for £35. It saves you writing to the States, and although it's rather expensive for PD Update, I defy anyone to try and find a ray-tracer as good as this one for about the same price. (Now cue a pile of letters).

PD TOP TEN UTILITIES
VIRUS FREE P.D.

1) Spectrum Emulator and Games
2) A64 Emulator
3) Air Ace II
4) Disk Master V3.2
5) Vector Editor V1.1
6) Amigoids
7) Kefrens Utilities
8) Twintris
9) Megagalactic Llamas
10) Messy SID

CONTACT LIST:

17 BIT, PO Box 97, Wakefield, West Yorkshire, WF1 1XX, 0924 366982

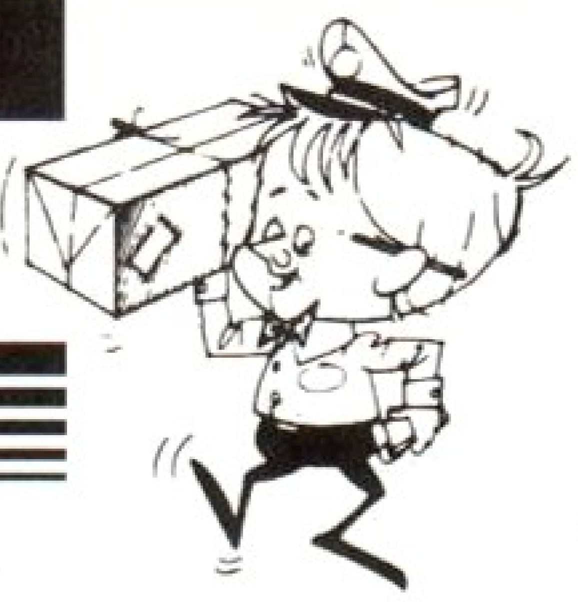
AMIGANUTS, 169 Dale Valley Road, Hollybrook, Southampton, SO1 6QX, 0703 785680

DEJA VU (AMOS PD), 0942 495261

SENLAC, 0424 753070

VIRUS FREE PD, 23 Elborough Rd, Moredon, Swindon Wilts SN2 2LS

BYTEBACK



FAST DELIVERY SERVICE

....and the keenest prices

Ring us now! **0636-79097** we're programmed to help

GUARANTEED RETURN OF POST DELIVERY ON ALL STOCK ITEMS

GAMES

- Action Stations ... 21.99
- Armalyte ... 17.99
- Armour-Geddon ... 17.99
- Atomino ... 17.99
- Awesome (PLUS T-Shirt) ... 24.99
- Back to the Future 3 ... 16.99
- Bards Tale III ... 16.99
- B.A.T. ... 19.99
- Battle Chess 2 ... 17.99
- Battle Command ... 16.99
- Battle of Britain ... 19.99
- Billiards Simulator ... 19.99
- Bill & Teds Excellent Adv. ... 17.99
- Blade Warrior ... 17.99
- Cadaver ... 15.99
- Cadaver - The Payoff ... 12.99
- Captive ... 15.99
- Cardinal of the Kremlin ... 17.99
- Charge of Light Brigade ... 19.99
- Car-Vup ... 16.99
- Champion of the Raj ... 17.99
- Chaos Strikes Back (Mb) ... 16.99
- Chaos in Andromeda ... 17.99
- Chase HQ 2 ... 16.99
- Chessmaster 2100 ... 19.99
- Colditz ... 19.99
- Conquest of Camelot ... 24.99
- Cricket ... 19.99
- Crystals of Arborea ... 17.99
- Curse of the Azure Bonds ... 19.99
- Cybercon III ... 17.99
- Darkman ... 17.99
- Death Knights of Krynn ... 19.99
- Demoniak ... 20.99
- Deuteros ... 21.99
- Disk ... 17.99

FREE -PUBLIC DOMAIN DISK!
with any game from this column!
Pick from our PD ad opposite

- Dragon Breed ... 16.99
- Dragonstrike ... 19.99
- Dragons Lair II - Timewarp ... 24.99
- Dungeon Master ... 16.99
- Elvira ... 19.99
- Exterminator ... 16.99
- Eye of the Beholder ... 21.99
- Feudal Lords ... 16.99
- Frenetic ... 17.99
- Flames of Freedom (Mid 2) ... 21.99
- Flight of the Intruder ... 19.99
- F15 Strike Eagle II ... 22.99
- Geisha ... 17.99
- Gem X ... 17.99
- Genghis Khan (Mb) ... 22.99
- GODS ... 16.99
- Golden Axe ... 16.99
- Gunboat ... 20.99
- Halls of Montezuma ... 17.99
- Hard Drivin' 2 ... 16.99
- International Athletics ... 17.99
- Jahangir Khan Squash ... 17.99
- Kick Off 2 (Mb) ... 15.99
- Kings Bounty ... 19.99
- Lemmings ... 17.99
- Life and Death (Mb) ... 15.99
- Lotus Esprit Turbo ... 16.99
- Merchant Colony ... 19.99
- MIG 29 ... 24.99
- Mighty Bombjack ... 16.99
- Moonbase ... 23.99
- NAM 1965-1975 ... 19.99
- Navy Seals ... 16.99
- M1 Tank Platoon ... 19.99
- PGA Tour Golf ... 18.99
- Pool of Radiance ... 19.99
- Powermonger ... 18.99
- Predator 2 ... 17.99
- Pro Tennis Tour 2 ... 16.99
- Railroad Tycoon ... 23.99
- RBI Baseball ... 19.99
- Renegade Legion - Interceptor ... 22.99
- Rick Dangerous 2 ... 16.99
- Robin Smith's Int. Cricket ... 17.99
- Rorkes Drift ... 15.99
- Revelation ... 14.99
- Sarakon ... 13.99
- Secret of Monkey Island ... 19.99

GAMES

- Shadow of the Beast 2 ... 24.99
- Shadow Dancer ... 17.99
- Sim City + Populous! ... 19.99
- Speedball 2 ... 16.99
- Spirit of Excalibur (Mb) ... 21.99
- Stormball ... 17.99
- Supercars 2 ... 16.99
- Super Monaco Grand Prix ... 17.99
- Supremacy ... 19.99
- Switchblade II ... 17.99
- S.W.I.V. ... 16.99
- Team Suzuki ... 16.99
- Toki ... 17.99
- Turrican 2 ... 16.99
- U.M.S. 2 ... 19.99
- Ultima V ... 22.99
- Warlords ... 19.99
- War Zone ... 14.99
- White Sharks ... 17.99
- Wings (Mb) ... 18.99
- Wrath of the Demon ... 19.99
- Wreckers ... 17.99
- Z-Out ... 14.99
- 3D Pool ... 8.99

COMPILATIONS

VIRTUAL WORLDS ... 19.99
Driller, Total Eclipse, Castle Master, The Crypt.

RAINBOW COLLECTION ... 14.99
Rainbow Islands, Bubble Bobble, New Zealand Story.

TEST DRIVE 2 COLLECTION ... 21.99
Test Drive 2, European Challenge, California Challenge, Muscle Cars, Supercars.

PHANTASIE - BONUS EDITION ... 19.99
Phantasie, Phantasie III and Questron II.

PREMIER COLLECTION ... 18.99
Last Ninja, Flimbos Quest, Int. Karate +, Tusker.

TOP SHOTS ... 6.99
Kick Off and Extra Time!

MONSTER PACK ... 19.99
Shadow of the Beast, Infestation, Nitro.

LEISURESUIT LARRY TRIPLE ... 34.99
Leisuresuit Larry 1, 2, & 3.

WINNING TEAM ... 21.99
Cyberball, Klax, Vindicators, Planet of Robot Monsters.

POWER UP ... 21.99
Rainbow Islands, Altered Beast, Chase H.Q., Turrican, A.P.B.

FISTS OF FURY ... 19.99
Double Dragon II, Shinobi, Ninja Warriors, Dynamite Dux.

MASTER MIX ... 16.99
Thunderblade, Turbo Outrun, Crackdown, Super Wonderboy, Dynamite Dux.

WHEELS OF FIRE ... 12.99
Hard Drivin', Power Drift, Turbo Outrun, Chase H.Q.

SPORTING GOLD ... 19.99
Game Winter Edition, Games Summer Edition, California Games.

HOLLYWOOD COLLECTION ... 19.99
Ghostbusters II, Robocop, Batman (Movie), Indiana Jones.

PLATINUM ... 17.99
Ghouls and Ghosts, Strider, Black Tiger, Forgotten Worlds.

POWER PACK ... 16.99
Xenon II, TV Sports Football, Bloodwych, Lombard RAC Rally!

PREMIER COLLECTION III ... 12.99
Archipelagos, Quadralien, Cybernoid 2, Battleships

EXTRA MEMORY

500K RAM Expansion! ... 29.99
FREE: 10 Public Domain disks!
Pick any 10 from our PD section!

CORTEX 8Mb RAM Expansion
(2Mb populated)
FREE 2 x 2Mb Demos ... 249.99

AMOS

- AMOS - Games Creator ... 34.99
- AMOS - Compiler ... 19.99
- AMOS - 3D

AMOS Licenceware ... each 3.50

- LPD.01 **Colouring Book**; Fun for kids.
- LPD.02 **Arc Angel Maths**; Educational.
- LPD.03 **Galleons**; Battling Ships (Mb)
- LPD.04 **Thingamajig**; Jigsaw puzzles.
- LPD.05 **Jungle Bungle**; Adventure (Mb)
- LPD.06 **Pukadu**; game. PLUS; Sprites 600, use in your own AMOS programs!
- LPD.07 **4-Way Lynx**; Puzzle game (Mb)
- LPD.08 **Work & Play**; 3 Educational games for children. Very good! (Mb)
- LPD.09 **AMOS Assembler**; (needs AMOS)
- LPD.10 **Word Factory**; Educational childrens programs. (Mb preferred)
- LPD.11 **Go-Getter**; Original game (Mb)
- LPD.12 **Hypnotic Lands**; Puzzle game.
- LPD.13 **Jigmania**; Jigsaw fun (Mb)
- LPD.14 **Play it Safe**; Educational (Mb)
- LPD.15 **A.A. Shapes**; Fun for kids (Mb)
- LPD.16 **Reversi 2**; Classic game (Mb)
- LPD.17 **Dogfight 2**; Arcade game (Mb)
- LPD.18 **Touchstones**; Board game (Mb)
- LPD.19 **X-IT-50**; Original game (Mb)
- LPD.20 **Wordy**; Word Processor! Good!
- LPD.21 **Quingo**; Trivia Quiz (Mb)
- LPD.22 **LC10 Fonts**; Plus Font design!
- LPD.23 **E.S.P.**; Original Arcade game.
- LPD.24 **Shining Way of Kung Fu**; with digitised graphics! (2 disks - Mb)
- LPD.25 **Mission**; Text adventure game.
- LPD.26 **C.Y.A.D.**; Puzzle game (Mb)
- LPD.27 **Flower Power**; Great game! (Mb)
- LPD.28 **Buddbase 1**; Simple database
- LPD.29 **Big Top Fun**; Educational (Mb)
- LPD.30 **Shymer**; Kids Adventure (Mb)
- LPD.31 **CLI Printer Dump**; Needs AMOS
- LPD.32 **Hard Drive Menu System..**
- LPD.33 **Creative Adventure Toolkit.**
- LPD.34 **Invoice Printer**; Utility
- LPD.35 **T-Tecdraw**; CAD package (Mb)
- LPD.36 **Fracgen II**; Fractal designer

DISKS 100% Guaranteed!

Bulk disks	(10)	4.49
Plus	(50)	20.99
Labels	(100)	39.99
KAO or	(500)	169.99
SONY	(1000)	329.99
SONY Boxed	(10)	8.99
Plus	(50)	42.99
Labels	(100)	79.99

SALE ★ SALE ★ SALE

- Battle Squadron ... 9.99
- Colossus Chess X ... 9.99
- Centrefold Squares ... 7.99
- Deluxe Strip Poker ... 7.99

Dxe. St. Poker + Cent. Sqs ... 12.99

- Dragons Breath ... 9.99
- ELITE ... 12.99
- Galaxy Force ... 4.99
- Hero Quest ... 15.99
- James Pond ... 12.99
- Mouse Trap ... 2.99
- Netherworld ... 4.99
- Rick Dangerous ... 7.99
- Shadow of the Beast ... 12.99
- Speedball 2 ... 15.99
- Steve Davis Snooker ... 8.99
- X-OUT ... 9.99

JOYSTICKS

- Joystick & Mouse Extension ... 4.99
- Quickshot III Python ... 9.99
- Quickjoy III Supercharger ... 11.99
- Quickjoy Jetfighter ... 12.99
- Quickjoy TOPSTAR ... 19.99
- Competition Pro Extra ... 15.99
- Competition Pro Mean Green ... 9.99
- Sting Ray Handheld ... 13.99
- Zip Stick Professional ... 15.99

ART AND DESIGN

- 3D Construction Kit ... 32.99
- Deluxe Paint (3) ... 59.99
- Deluxe Paint (4) ... PHONE
- Director (2) ... 79.99
- Disney Animation Studio ... 79.99
- Fantavision ... 29.99
- Icon Paint ... 14.99

Daatascan Hand Scanner ... 159.99

- Image 3D ... 174.99
- Photon Paint ... 19.99
- Pixmate ... 39.99
- Professional Draw (2) ... 99.99
- Real Things - Birds 1 & 2 ... 23.99
- Real Things - Humans ... 23.99
- Real Things - Horses ... 19.99
- Spectra Colour ... 54.99
- The Art Department ... 54.99
- X-Cad Designer ... 89.99

Podscat 12 x 12 Tablet ... 179.99
Podscat Drivers ... 22.99

- Colourburst Tablet ... 519.99
- Pandaal Hand Scanner ... 159.99
- JX100 Scanner ... 579.99
- Scanlab Software for above ... 69.99

VIDEO

- Broadcast Titler ... 199.99
- Deluxe Video III ... 59.99
- Digiview GOLD (4) ... 129.99
- G2 Broadcast Videocentre ... 549.99
- HBM Genlock ... 149.99
- Home Titler ... 29.99
- MiniGen ... 104.99

Panasonic WV1410 Video Camera
(including lens) ... 229.99

- RGB Splitter ... 64.99
- TV Show (NEW) ... 54.99
- Video Titler 3D (NEW 1.5) ... 79.99
- Vidi Amiga ... 119.99
- Vidi Colour Solution ... 169.99

MUSIC

- Audio Master (3) ... 54.99
- Audio Engineer Plus ... 169.99
- AMAS ... 79.99
- Deluxe Music Con. Set ... 49.99
- Dr. T Copyist Apprentice ... 69.99
- Mastersound ... 29.99
- Midi Master (Hardware) ... 34.99
- Music X (1.1) ... 99.99
- Music X Junior ... 49.99
- Perfect Sound ... 49.99
- Quartet ... 34.99
- Techno Sound ... 24.99

BUSINESS

- Cashbook ... 39.99
- DG Calc ... 27.99
- Home Accounts ... 22.99
- Interspread ... 39.99
- Mailshot Plus ... 39.99
- Personal Tax Planner ... 27.99
- System 3 ... 39.99
- Excellence ... 84.99
- Interword ... 39.99
- Kind Words ... 34.99
- Pen Pal ... 63.99
- Protext (5) ... 119.99
- Scribble Platinum ... 42.99
- Wordworth ... 94.99

HARDWARE

- Cumana Disk Drive ... 64.99
- Zydec Disk Drive ... 59.99
- STAR LC10 Colour Printer ... 169.99
- STAR LC200 Colour Printer ... 199.99

GAMES CONSOLES

- Atari LYNX - Portable ... 89.99
- Nintendo GAMEBOY + Tetris ... 69.99
- Sega GAME GEAR - Handheld ... 94.99
- Sega MEGADRIVE plus FREE: Altered Beast game ... 134.99

ALL PRICES INCLUDE VAT & FIRST CLASS POST

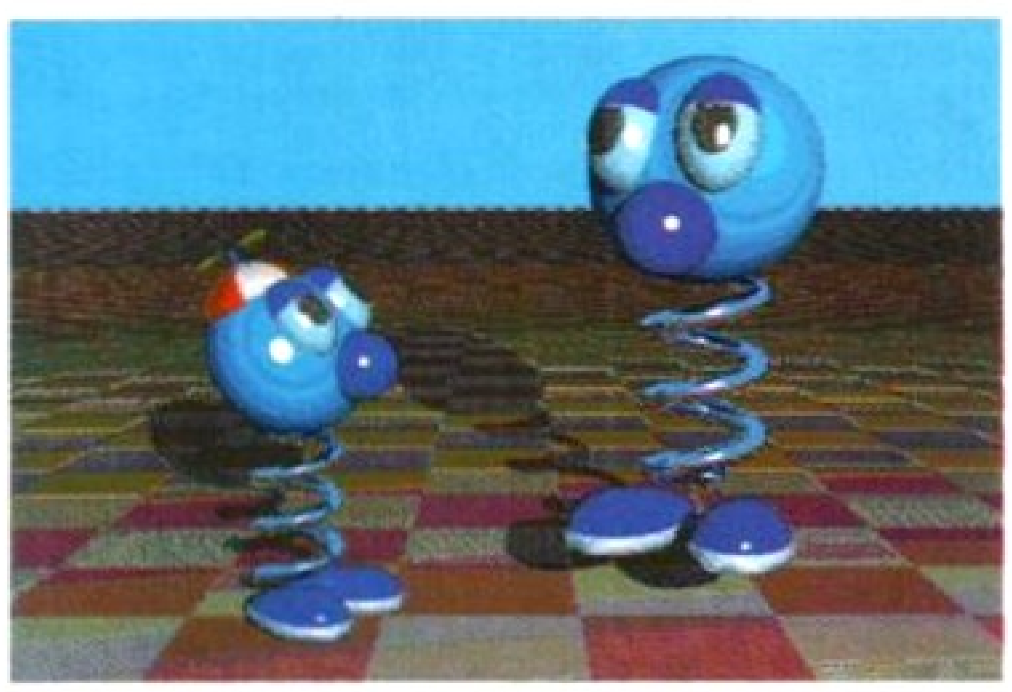


PD Demo Zone

It's getting late on in the year now and the rest of the family is starting to hint about that time of great joy and bank overdrafts. You know what I mean, readers? I'm sure you do! And what's more, the last of the coppers in your high-interest account won't stretch to the price of a new spiffy computer product! So what do you do? You listen to PD man **Maff Evans** as he fills you in on the latest disks on the PD demo scene, that's what.

THE BOINGS

17 Bit, Disk 1093
1Mb required



A simple little ray-traced animation this, but cute none the less. Two spring-loaded, Zebedee-like creatures hop up and down on a chessboard horizon for your amusement. It's amazing the things that keep people happy these days isn't it? Give these guys their own cartoon show!

CONGAMAN AND WINDMILL

17 Bit, Disk 1096



Two more ray-traced animations for your delight! The Windmill animation is pretty old and will probably already be in many of your collections. However, the really nifty anim is the Congaman clip. This features a rather cool-dude bongo player hammering out his Conga Rhythms, so get on down... well perhaps if there was some music...

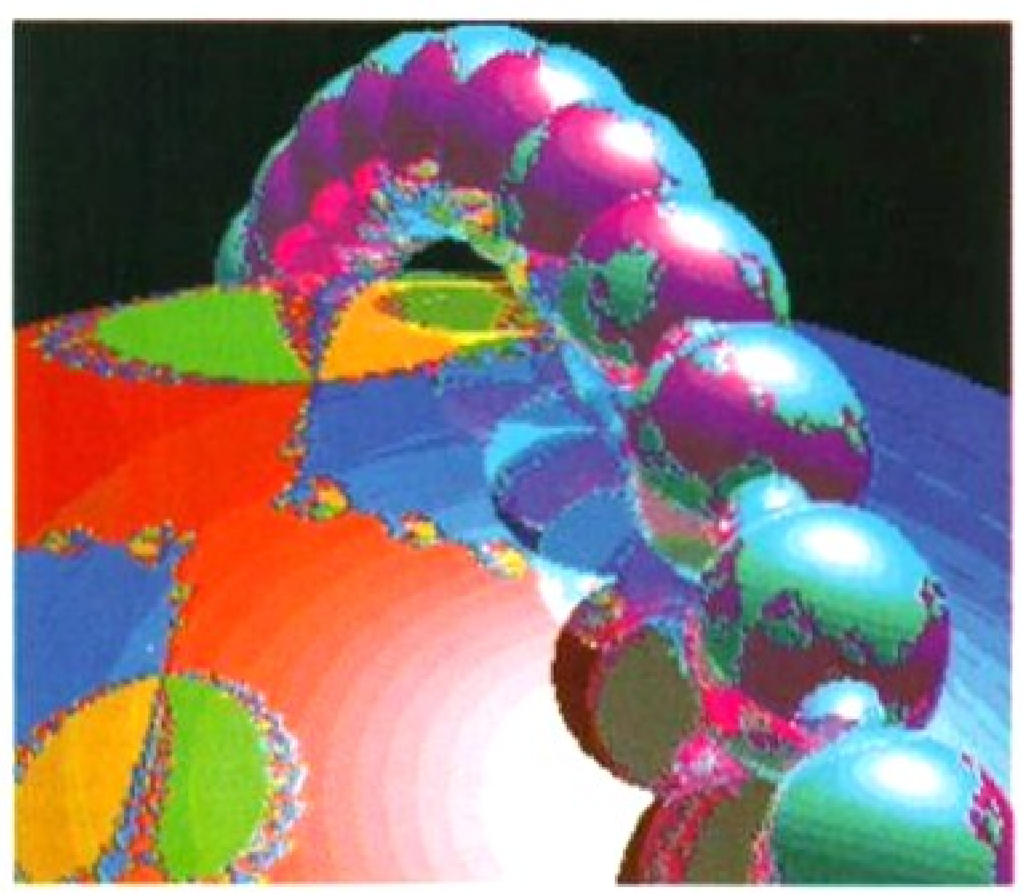
TAXI DRIVER

17 Bit, Disk 1110

All right, all right! I have to own up! This demo isn't technically that special, but it's *Taxi Driver* for Gawd's sake! What better reason could you possibly want? The animation is pretty fierce-looking though, being taken from a rather gripping section of the classic film. If only it was a little longer...

ALPHA OMEGA

17 Bit, Disk 1206



This demo is a nice variation on the fractal theme. Instead of simply flinging lots of shapes and Mandelbrot sets at you, the animations combine the various ethics behind fractal mathematics into some nice animations. These range from normal filled vectors to a rather nice fractal-covered, ray-traced anim. The end scene where no matter how many times you zoom into the letters you get even more letters, is particularly stunning – if a little mind warping.

STAR TREK ANIMATION

NBS, Disk D549

Another Tobias Richter disk! Just when you thought you'd seen the last of them! This is pretty much what you'd expect from the German pixel-master – lots of Star Trek ships drifting around in space with the camera zooming and panning after them. Technically excellent and very atmospheric, as always. How does he keep doing it?

VISTA DEMO

17 Bit, Disk 1194



If you think that fractals are just for scientists and maths boffins, then you should have a look at this slideshow. The disk contains various screens produced with the Vista package, a program which uses fractals to create realistic landscapes and horizon effects. If you're still not convinced that fractals can be interesting then you won't be!

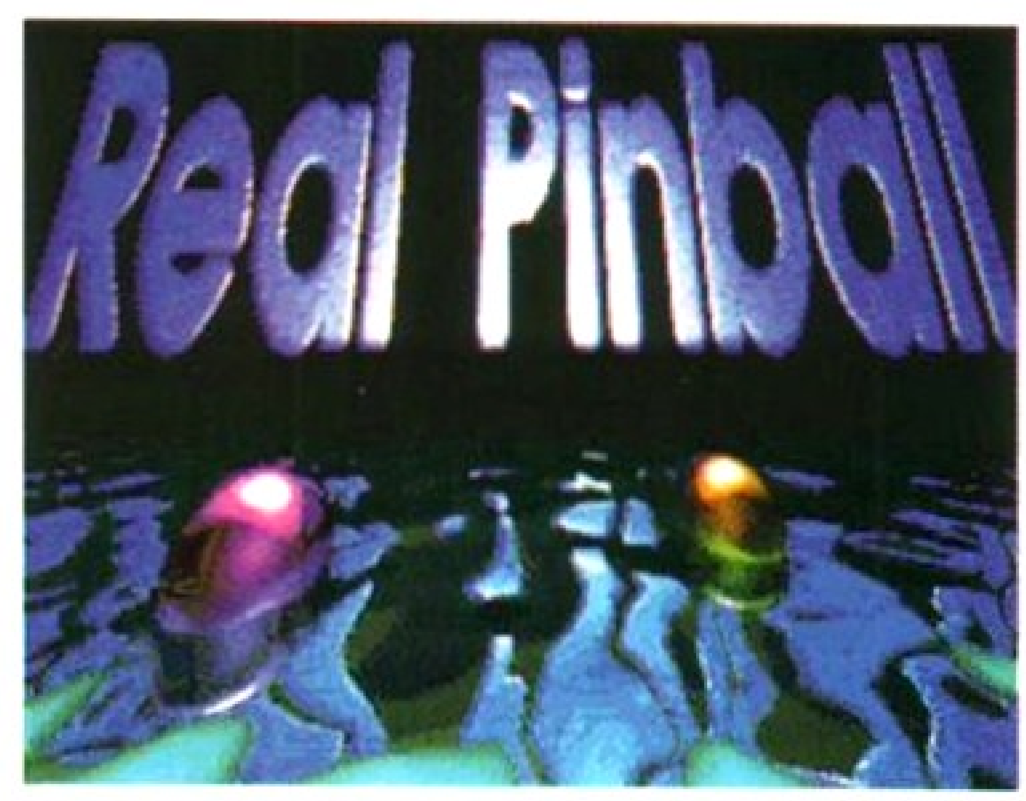
MANIC RAVES

17 Bit, Disks 1229 and 1230

This demo is a pretty straightforward music disk. The tunes are loaded up in sequence and the music is accompanied by a rather pretty rotating cube which pulsates in time with the tracks. The music itself ranges through various acid and rave artists, including Stakker's 'Humanoid' and D-Shake's 'Yaaaah!' Rave fans should definitely check it out!

REAL PINBALL ANIMATION

17 Bit, Disk 1140



This demo is basically a front-end to a pinball game which may appear in the future. Produced using *Real 3D*, the animation is a short clip featuring a large metallic title with two balls floating on a silvery liquid. The look is very swish and polished, but it's one of those 'a little on the short side' demos. If someone starts producing decent-length animations with this style, it will be something to watch out for.

COLOUR CYCLE ANIMATIONS

17 Bit, Disk 1173

Even though *Deluxe Paint II* didn't have any 'anim-painting' features, some pretty impressive effects can be accomplished simply using colour-cycling. One artist has put together this disk containing a series of cycling pictures to show off the effects which are possible. The subject matter ranges from raindrops through watches and machines to more surreal geometric shapes. This disk is a real inspiration to those who haven't upgraded to *DPaint III*.

P. D. DISK PRICES

1 - 9 disks = £1.25 each
10 or more = £1.00 each

POSTAGE FREE
if you live in the U.K.
Europe add £2.50 to order
Rest of World add £4.00

PLEASE NOTE:
2 disk sets are charged as 2 single disks, 3 disk sets as 3 single disks, etc.

TELEPHONE ORDERS

may be made using any Visa, Access or Mastercard on

(0709) 829286

MINIMUM ORDER £3.00

CATALOGUE DISK

PRICE 50p
with contents and comments on the disks in our library plus on-disk goodies!

ABBREVIATIONS USED

* = 1 meg needed
(X) = 18 and over only (please state age)
Figures in brackets refer to number of disks in set.

DEMOS & ANIMATIONS

016 Space Ace Demo
085 Red Sector Megademo (2)
089 Gymnast Animation *
107 RAF Megademo (2)
157 Cool Cougar Animation *
161 Kylie Minogue Demo (2)
240 Puggs in Space Cartoon
280 Tree Frog Animation *
288 The AMOS Demo
399 NewTek Demo 3 (2) *
483 Elvira Demo
646 Predators Megademo (2)
744 Red Sector Cebit Demo
747 Popeye Meets Beachboys
773 Shark Animation *
825 Budbrain Megademo (X)(2)
853 Dragons Lair Demo *
854 Bread/Home & Away Demo
865 Coma Demo
895 Trip To Mars
897 Scoopex Mental Hangover
906 Madonna Cartoon *
954 Teenage Turtles Demo
964 Operation Vark!
1001 Station at Khern ** (3)
1033 At the Movies Anim **
1034 Stealthy 1 Animation *
1093 DPaint 3 Demo (2) *
1105 Crionics Neverwhere Demo
1110 Fractal Flight
1188 Fillet The Fish
1200 Raiders of Lost Ark Anim *
1229 Budbrain 2
1235 Kickboxer Demo
1238 Evil Dead Demo (X) *
1246 LSD: Comix Disk 1
1256 Killing Game Show Demo
1271 Legend of Billy The Kid *
1280 Horizon: Sleeping Bag
1287 Wrath of the Demon Demo

MUSIC DISKS

052 Awesome Sounds
061 J M Jarre - Definitive
166 Vangelis *
187 Crusaders Audio X
407 CD Player Demo*
409 Crusaders: Freakd Out!
497 Amiga Chart 5
552 Music Invasion 3 (2)
654 Powerlords Power Musix 2
713 Flash! - Queen (2)
724 Technotronic Remix
746 Crusaders Bacteria
824 Digital Concert V
866 Pan III Music Disk
914 Special Brothers Music 2
935 Madonna: Hanky Panky
941 Soundtracker Jukebox
969 100 C64 Games Tunes
970 The Comic Strip Remix
976 Scoopex: Beast Sonix
982 E & L: Get Up!
986 Amaze : Revolutions
993 PSA Music Demodisk 1
1026 Digital Concert VI
1107 Stop Right Now! *
1243 Chip Music Festival
1248 LSD: Supreme Music 1
1284 Cave: Synthetic Power
1292 Crusaders Does Genesis
1630 Accession: Sun Wind
1685 Depeche Mode Music Disk
1694 Art of MED Music Disk
1695 Seal: Crazy Remix *
1755 Amazing Tunes 2 (3) *
1763 Aamond Gallant Knight (3)*
1772 Taipan Music Disk (2)
1776 Crusaders: Sheet Music
1777 Beatmasters:Technology
1787 Magnetic Beats 2
1788 Magnetic Beats 3

UTILITIES DISKS

051 Visicalc Spreadsheet
081 UEdit Word Processor
110 Disk Utilities
111 Grafix Utilities 1
118 Grafix Utilities 2
119 Amiga MCAD
180 Pagesetter Clip Art
210 Icons!
259 Ultimate Bootblock Coll. (2)
343 Intromaker
346 TV Graphics (2)
348 APDC 25 (Programming)
353 ShoWiz 2.0
354 PowerPacker 2.2a
410 DPaint Cartoon Brushes
442 DPaint Fonts Disks (4)
456 Chet Solace Extravaganza
458 HAM Radio Special (5)
495 ClickDOS (CLI Helper)
516 A68k Assembler/C Compiler
536 Red Devil Compacting Utils.
546 Iconmania!
571 Jazzbench
580 Dope Intro Maker
591 Business Card Maker
595 Amateur Radio Disk
632 MessyDOS
633 Analyticalc
642 C Manual
643 SID v1.06
661 Programming Disk
682 Sound Applications (2)
684 Video Applications (2)
697 Graphics Management (2)
901 THE Comms Disk
902 QED Text Editor
1022 AMOS/RAMOS Update 1.21
1023 Future Composer
1058 Zero Virus V3.0
1071 Noiseplayer V3.0

GAMES DISKS

117 Monopoly
135 Classic Board/Card Games
195 Electric Train Set
251 Blizzard
314 Breakout Construction Set
315 Return to Earth
496 Holy Grail Adventure *
648 Star Trek (USA) (2) *
680 Learn & Play (2)
727 Star Trek (Richter) (2)
957 Pipeline
962 Drip!
987 Snakepit
991 Jeopard *
1004 Games Disk 9
1230 Dragon Cave
1245 Rings of Zon *
1408 A59: Super Quiz
1411 A62: Arcadia
1510 Pick Up A Puzzle (2) *
1512 Picture It (2) *
1517 A110: Crossfire *
1520 A115: Balloonacy
1528 A130: Wooden Ball *
1531 Simon Says/Space Maths
1532 A137: Tile Trial *
1533 The Jar *
1539 Megaball *
1544 Seven Tiles
1558 Adventure Solutions (2)
1573 A142: Pair Crazy
1577 A146: Fruit Machine *
1579 A148: Demolition Mission *
1580 A149: Gobbit / Pontoon *
1584 A153: Missile Command
1591 A160: Quizmaster *
1608 A178: Mastermind/Pair Up *
1610 A180: Dungeon Delver (2)
1612 A182: Pixie Kingdom (2)
1614 A184: Towers of Hanoi
1668 Tomtespelet
1670 Wheel of Fortune
1690 Hints Disk One
1700 Terror Liner 2 (X)
1711 Mental Image Games One
1715 Frantic Freddie
1720 Cabaret Asteroids
1746 Word Games Volume 1 *
1747 Word Games Volume 2 *
1748 Startegy Games *
1749 Truckin' (2)(2 drives) *
1780 Arcade Game Cheats 1
1781 Serene II

WE ALSO STOCK
FRED FISH DISKS
AMOS P.D. DISKS
T.B.A.G. DISKS.
&
AMIGOS DISKS
ASK FOR THEM BY NAME!

NEW *LOWER* PRICES! OVER 1,800 DISKS!

Crazy Joe's

DEPT. AF9, 145 EFFINGHAM ST., ROTHERHAM, S. YORKS. S65 1BL

P. D. PACKS

8 disks for £8

A great way for new Amiga owners to check out what p.d. is all about. Each pack contains 8 disks and is just **£8 per pack!**

GAMES PACK
37 Titles on 8 disks including Asteroids, Tiles, Bally 2, Sys, Pool, YachtC, Invaders, H-Ball, Fruit Machine, Block Off, Shoot Out, Peter's Quest, and many more!

DEMOS PACK
Some of the most popular demos in the library: Coma, Wild Copper, Cebit 90, Elvira, Mental Hangover, Rebels Megademo 2, Pain Is Just The Beginning, and Popeye Meets The Beachboys!

SOUNDTRACKER SPECIAL
The great PD music maker, plus instruments, songs, modules, rippers and more! Make music or just have fun!

HOME BUSINESS PACK
A suite of programmes for those who want to dabble in the serious side: Nag, Bank'n, Journal, QBase, Spread, Wordwright, AmigaSpell, Inventory, MemoPad & more!

DEMOS & ANIMATIONS

1400 A51: Weird Science
1453 More Aerotoons *
1474 System Violation Demo *
1477 Ecstasy Demos *
1507 A100: AMOS Demo 2
1516 A109: Weird Science 2
1518 Panthorus Megademo (2) *
1524 A124: Bob Maniacs *
1525 A125: Benson Demo 2 *
1529 Armageddon Demo *
1540 Amy .vs. Walker Anim. *
1541 Batman Animation *
1542 Pogo Anim (1.5 meg)
1548 Jochen Hippel Sound Demo
1551 Too Much 3D *
1552 Magician Anim V2.0 *
1553 Steve's Anim Disk 1
1554 Steve's Anim Disk 2
1555 Steve's Anim Disk 3
1556 Steve's Anim Disk 4
1557 Steve's Anim Finale Disk
1560 Phenomena Enigma Demo *
1586 A155: Panthorus Demo 2
1598 A168: Curos & Stauros (2)
1628 "Do The Bart, Man" Demo *
1650 Crionics: Total Destruction *
1664 Silents: Blue House (2) *
1667 More Classy Animations
1692 Basketball Animation *
1701 Tron Animation (2) *
1703 Total Respray
1704 Total Recount
1705 Total Restyle
1706 Total Retrial
1707 Decay: Simpsons Demo *
1753 Life of Brian (2)
1774 Magnetic Fields Demos 90 *
1775 Total Confusion *

SLIDESHOWS

078 Vallejo Fantasy Art (2)
163 NASA Slideshow
167 Digiview Slideshow
171 Patrick Nagel Pictures
185 Escher Slideshow
238 TV Sports Basketball
282 Forgotten Realms
617 Neighbours Slideshow
725 Diggy Piggys Slideshow (2)
742 Madonna Slideshow
767 Cinemaware Slideshow
814 Viz Slideshow
831 Utopia Cartoon Slideshow
891 Creepshow
899 Madonna Slideshow 2 (2) *
942 Garfield Slideshow
968 Gorezone Slideshow (X)
1051 Total Recall Slideshow
1062 Golems Gate Slideshow
1073 Fraxion Fantasy Slideshow
1085 Comic Slideshow (X)
1103 Girls of Sports Illustrated
1210 Turtles Slideshow
1272 Nemesis: Prologue
1277 Fraxion: Divine Visions (2) *
1279 Forgotten Realms '90
1475 Nemesis: Chapter 1 (2) *
1480 The Age of Slack
1523 A121: Nik Williams Demo
1546 Skywalker Digishow 1
1547 Skywalker Digishow 2
1549 DPaint Colour-Cycled Pics
1561 Demons Slideshow 3 *
1666 Mages Staff
1693 WWF Slideshow
1708 Invisible World Slideshow
1719 Yabba Dabba Cartoons
1781 Reflections Slideshow

UTILITIES DISKS

1095 Catalogue Workshop (2)
1097 DTP Clip Art (2)
1099 Video Graphics (4)
1117 Geneaology *
1198 Soundtracker V4.0 (2)
1222 Picture Format Convertors
1225 Hardware Projects Mag
1228 ST Emulator
1234 Tetra-Copy
1253 Red Devil Utilities 5
1255 Opti Utilities 1
1265 Cryptic Utilities 17
1273 C-Light
1274 Star Trekker 1.2 Music Prog.
1286 Mandlebrot Generator 1.85 *
1294 Chaos & Fractal Programs
1360 DKB Trace (Fish 397)
1366 Fix Disk (Fish 403)
1383 Menu Writer (Fish 420)
1385 Art of Virus Killing
1432 A83: AMOS Paint
1450 New SuperKillers Disk
1451 ElectroCAD
1452 AmiBase
1473 ARP 1.3
1534 MED V3.0
1535 Master Virus Killer V2.0
1536 North C V1.3 (packed)
1537 North C V1.3 (unpacked)(2)
1543 Quantum Tool Disk 12
1545 SpectraPaint V3.0
1550 FlexiBase V2.0
1569 A138: Spanish Tutor
1587 A156: Rippers Disk
1606 A176: Database Master V2.0
1629 ZX Spectrum Emulator
1663 Dynamite Cut & Paste Fonts
1778 Stolen Data Magazine #5

ACCESSORIES

3.5" BLANK DISKS
10 FOR £4.99
WITH DISK BOX £5.99
50 FOR £22.50
WITH DISK BOX £26.50
100 FOR £39.99
WITH DISK BOX £44.99

DISK BOXES
FLIP-TOP
10 capacity £1.49
LOCKABLE
40 capacity £4.99
50 capacity £6.99
80 capacity £7.99
100 capacity ... £9.99

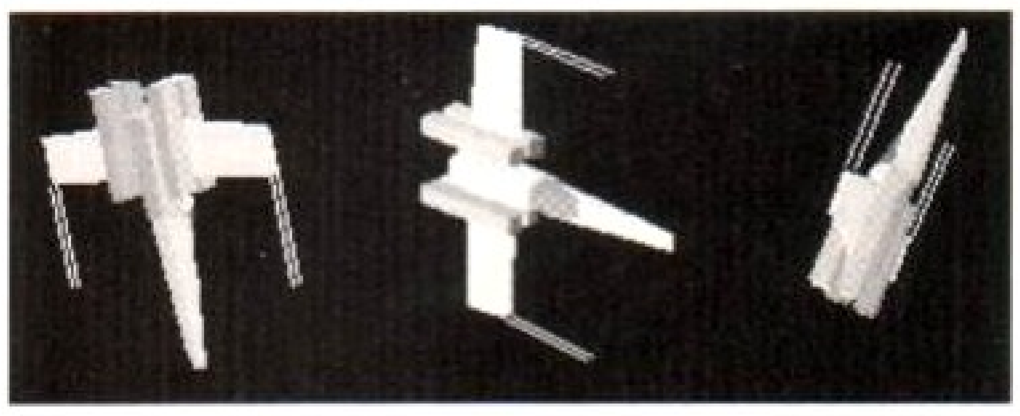
MISCELLANEOUS
Mouse Mat £2.99
Keyboard Cover £2.99
Monitor Cover £5.99
Printer Cover £4.99
Mouse House £1.99
Drive Cleaning Kit ... £2.99
Printer Cable £6.99
Stereo Leads (2m) ... £2.99
Stereo Leads (5m)... £3.99
VHS Library Cases
£6.99 for 10

"CRAZY JOE'S" LOGO
T-SHIRTS (M / L / XL)
White ... £3.99
SWEAT SHIRTS (M / L / XL)
White ... £8.99
(PLEASE STATE SIZE)

INSPIRATION IS NONE
17 Bit, Disk 1188

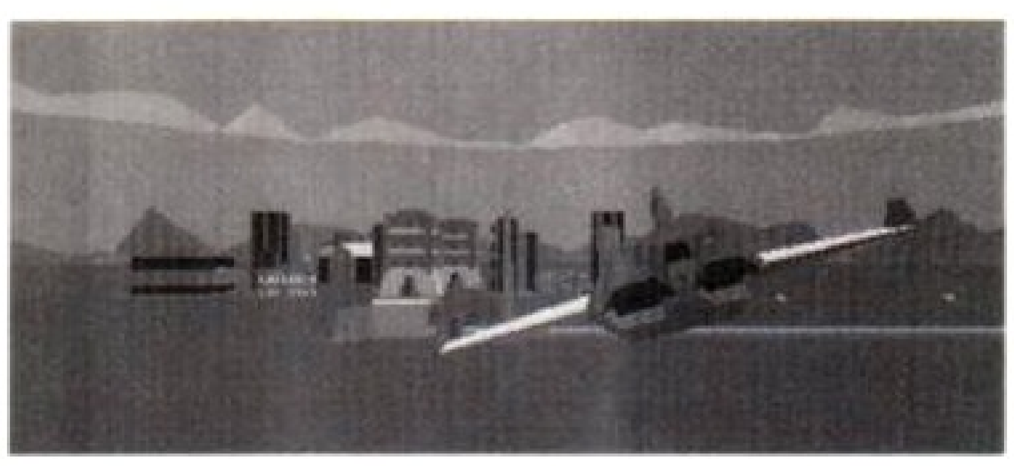
This demo is yet another ray-traced sphere animation. As the title suggests, there is little inspiration behind the clip, but it is pretty! And those colours.... Ooh, they remind me of a summer's day!

INTROS COMPILATIONS 59 and 61
17 Bit, Disks 1060 and 1180



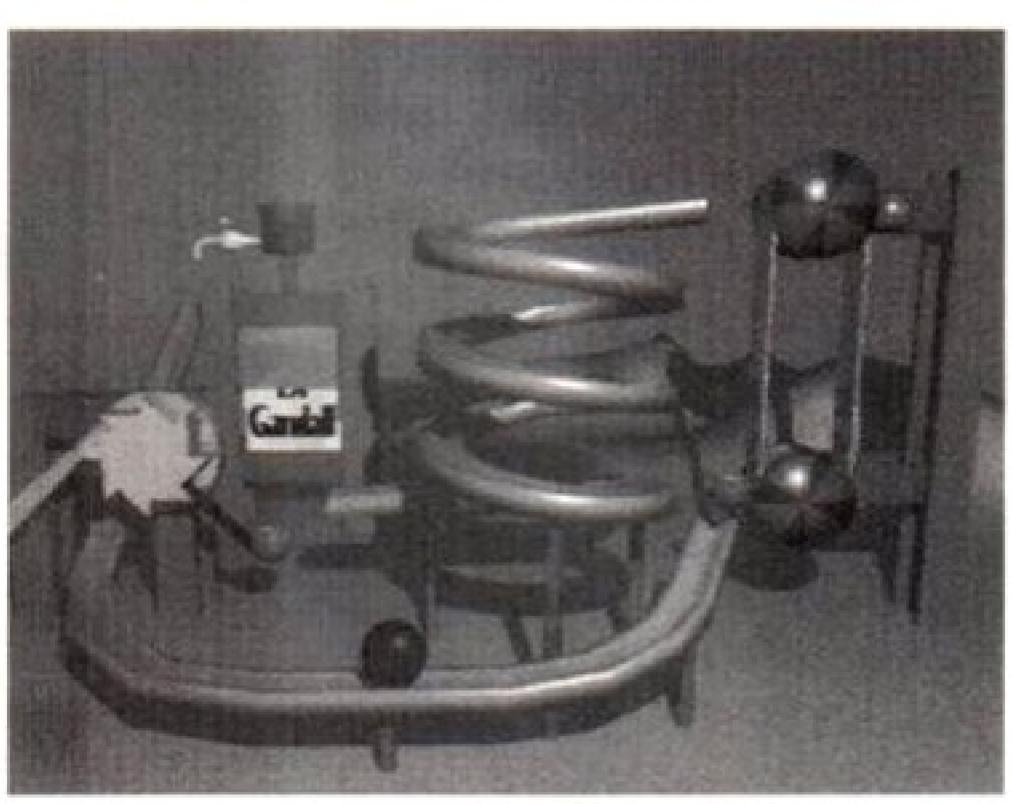
These demo disks are usually pretty run-of-the-mill, looking virtually identical to thousands of other demos. These two however, feature a couple of pieces worth noting. Compilation 59 features a rather interesting piece containing images and data on all the planets in the solar system – just the thing for those science lessons! Compilation 61 is mostly dull stuff, but the Star Wars vectors in the demo are well worth a look.

MARS FLIGHT
17 Bit, Disk 1092



Another futuristic 3D animation, this time showing a cruiser craft on its approach to the landing bay on Mars. On its journey, the craft passes animated radar towers and flies between the city skyscrapers, while ground craft shuttle backwards and forwards across the surface. This will run OK on any machine, but those of you lucky enough to have hefty memory expansions will get the full clip to be impressed by!

TRACKBALL ANIMATION
17 Bit, Disk 999



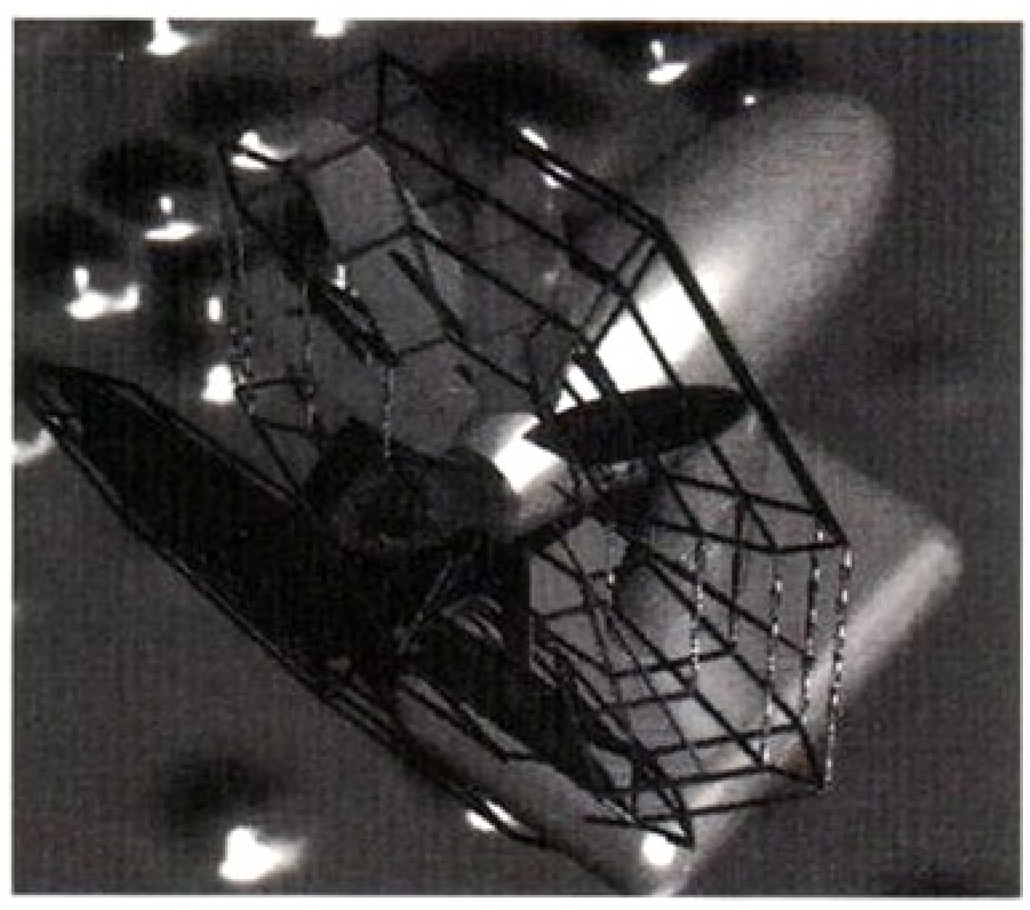
This is a fairly old anim, but it's quite impressive. The ray-traced clip features a ball running around a strange machine, including whizzing up a lift, descending a spiral ramp, being catapulted in the air and finally dripping out of a tap to begin its journey once more. Surreal cartoons... don't you just love 'em?

GHOSTBUSTERS AND HUNGRY HORSE
X-Press PD



The two animations on this disk are your straightforward, TV-cartoon style jobs. The action is really frantic and the colours are very bright, it's just the kind of thing that a cartoon demo needs! The subject matter and actual scenes aren't too original, and they could do with being extended somewhat, but they are both fairly nicely done. Maybe in a few months we'll see more innovative stuff from these guys to entertain us. We'll just have to wait and see...

REAL 3D SLIDESHOW
17 Bit, Disk 1192



Continuing the theme from the *Real Pinball Animation*, this disk contains some pretty groovy pictures that have been rendered with *Real 3D*. The subject matter ranges from normal objects such as fans and bike wheels to far more surreal scenes featuring textured spheres and strangely-coloured landscapes. These pictures show up the power of the Amiga's graphics when you get a decent system of creating pictures. With this kind of power anyone can be an artist! (End of sales pitch).

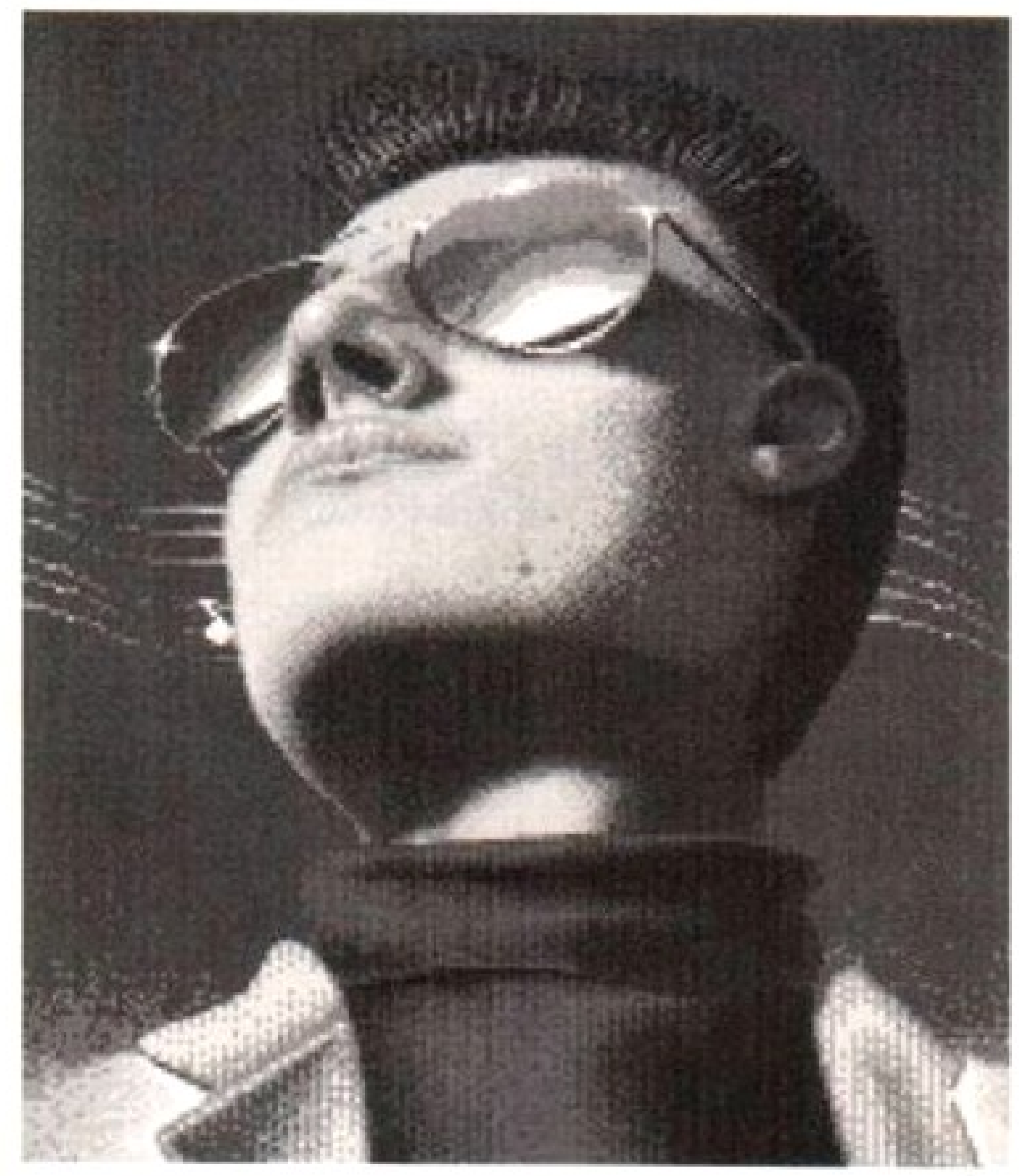
ASTEROID ANIMATION
17 Bit, Disk 998

This is one of the PD Classics range, which features some of the best (and perhaps little known) animations from PD history. This disk contains a simple but rather smart animation of a *Star Wars* Rebel X-Wing fighter flying its way through an asteroid field. The movement is really smooth and the 3D is convincing – the animation even loops without a single glitch. It just goes to show you that sometimes even the simplest of ideas can be quite effective.

ALIEN BLIPMOVIE
17 Bit, Disks 1023 and 1024
Requires two drives

No flashy effects on this demo, just straight digitised pictures telling the story of Ridley Scott's classic science-fiction thriller. The grabs, taken at key points during the plot, are all clear and well digitised and make an interesting and atmospheric slideshow. If those 'Picture-Book of the Film' things can sell for a fiver, then a quid for pretty much the same thing on your Amiga is a real steal!

DRUMS AND PIPES
17 Bit, Disk 1231



This is basically a juke-box style demo featuring eight tunes by two fellows called Joe and Lune. Most of them are pretty weak (like the awful rendition of 'Enola Gay'), but two of the tracks, Saddam's Fun and Crosslock, are two of the most kicking, powerful PD dance tracks I've heard in quite some time. The disk is worth it just for these two tracks!

PD TOP TEN DEMOS
VIRUS FREE P.D.

1) Virtual World
2) Phenomena Enigma
3) Sinking Demand
4) Silents Ice
5) Pure Metal Coders
6) Spasmolytic
7) The Simpsons
8) Life's A Bitch
9) Inspiration Is Non
10) Plasmutex

CONTACT:

X-PRESS PD: 12 Hathaway Court Chenton Road, Gillingham, Kent Telephone 0634 30638

NBS: 132 Gunville Road, Isle of Wight, PO30 5LH. Telephone 0983 529594

17 Bit Software: PO Box 97, Wakefield WF1 1XX Telephone 0924 366982

PDSOFT.(AF27),1 BRYANT AVENUE, SOUTHEND-ON-SEA, ESSEX, SS1 2YD. ENGLAND

MasterCard

CREDIT CARD HOTLINES (0702) 466933/612259

VISA

VARIOUS UTILITIES

V002 CLIP ART COLLECTION NO 1 Packed with Page Setter ART WORK(8) Excellent
V013 PLAY & READ EDUCATIONAL: Black Board maths & various other programs
V017 VC The calculator spreadsheet There is more that one program on this disk.
V020 RAYTRACER Excellent program to allow you to generate ray tracing images.
V023 APPOINTMENT CALENDAR: NAG is an electronic appointment calendar.
V024 BANKN Will allow you to keep your bank account in perfect balance with ease.
V027 QUICKBASE A Mailbase Management utility. Keep a record of all your friends
V028 SPELLCHECKER Current glossary contains 9,000 words. More can be added
V029 HOUSEHOLD INVENTORY Provides the means of maintaining HH possessions
V041 DPAINT ART Conatins loads of pics for to mess around with. also use with DTP
V048 TV GRAPHICS & VIDEO GRAPHICS Various Utilities for Video Production **(8)**
V085 RED SECTOR INC DEMO CREATOR This is the best Demo creator Program disk
V086 VIDEO PRODUCTION (2) Both Packed with Various video & genlock utils
V090 D COPY & TETRACOPY Another two disk copiers with Excellent improvments.
V108 AMIBASE V3.76 This is the Most popular Amiga Database. Very good disk
V109 PRINT STUDIO Excellent for printing picture or text. Printer users need this disk
V131 C-LIGHT This is the most well known ray tracing program to date & is very simple.
V132 (ST-15) PSYGNOSIS INSTRUMENTS for use with any music program (samples)
V134 PAGESETTER CLIP ART V1.9 & V2.0 **(2)** Another collection of excellent clip art
V147 JR-COMM: MODEM PROGRAM
V156 NEW PAGESETTER CLIP ART (3)
V159 THE VIRUS KILLER COLLECTION II
V166 THE C MANUAL These disks contain over 70 Fully executable examples. **(3)**
V169 THE RIPPED MODULES COLLECTION The Disks are full with Music & Samples (10)
V179 CLOUD & FRACTAL PROGRAMS Various Fractal Generating utilities.
V191 MASTER VIRUS KILLER Virus Checker and Killer with an Excellent Search option
V193 THE EMULATORS Covers Various **(2)** Formats which includes **CBM, IBM-PC & ST** IBM & ST Programs requires two drives.
V194 MR BACKUP HD An excellent Hard disk back up program & utls for your HD's
V195 GRAPHIC INTERCHANGE Change Between Atari ST/PC Graphics to the Amiga.
V210 ARP (V1.3) WB1.3.2 Install this prog to speed up your Workbenchs operations
V213 (ST-21) **HOUSEMUSIC** INSTRUMENTS **Vol II** The Samples have Remixed back.
V214 STARTREKKER VERSION V1.3 This is a sound tracker like program, much better.
V215 DISKMASTER V3.2 Copys files from one disk to another. **DISKSALV** Corrects disk errors. Disk recomended for HD users.
V216 SPECTRUM EMULATOR VERSION 1.0 Includes Games including some classics.
V218 VIRUS MURDERER & ZERO VIRUS Kills & Protects all of your disks. Virus killers.
V232 FRACTAL CREATOR VERSION V1.2 Another excellent Generating Program
V256 THE SILENTS Present: Some of the best Amiga music. Highley Recomened (st)
V259 MED v3.11b Brand new & Includes Med songs & a New Med Player **(2)**
V261 TEXTPLUS VERSION 3.0 This disk is not just an update but, a completly New Program. This disk come highly recomened.
V262 NEW DISK COPIERS: Super Duper, Turbo copy, Sanity copy & P Copy. All New
V263 DRAWMAP3D V3.2b Generate flat Globes, Orbital & Mercator Pictures of the Earth. Reviewed in Amiga Format No 26.

VARIOUS UTILITIES

V264 PD-Soft VOL8: VIRUS KILLERS, Big Brother, Berserker, Zero Virus & No Virus.
V266 FLETCHER UTLS VOL1: CONVMACF Convert Mac fonts to the Amiga. **POST** Post Script Interpeter both Excellent Programs.
V267 FRACTALS V2.1 Fractal Generator that generates many various different Styles
V268 AMIGA ADVENTUE Write Your own Text adventures & swap with your friends
V269 BUSSINESS: PENNYWISE ACCOUNTS A Cash Book control Program for the Amiga.
V270 PRINTER DRIVERS Contains over 80 Drivers, Inc Canon BJ Citizen 24 Swift Colour & Mono & A Printer Driver Generator prog.
V271 MEGAFONT PROGRAM Program to create Tex fonts. Source on Fred Fish V2.7(12)
V273 FRACTAL CONSTRUCTION SET used to generate iterated fractals, like Sierpinski.
V274 DICE C SYSTEM (2) Dillons Intergrated Enviroment system. V2.06.15 Complete prog
V276 DISKPRINT V2.7 Prints labels for 3.5 disks, Primarily for small PD Library disks
V277 FORTRAN -77 V1.3c Compiler, linker & run time support library. Fred Fish 470
V278 MANDELPANG MandelBrot Plotter. This is the latest updated version.
V279 CROSSWORD CREATOR A program that creates crossword puzzles. Version 3.3
V280 BUDGET A program to help with managing personal finances. This is V1.302
V281 MAND ANIM V1.2 New MandelBrot animation program which is easy to use.
V284 MCAD PROGRAM The Object Drawing Program for the Amiga. ie CAD program
V285 EDUCATIONAL: TYPING TUTOR A Simple tutor which measures your speed.
V286 DKB RAY TRACING PROGRAM New Tracer with excellent Effects, Very complex(3)
V289 SMAN MANDALBROT Another new up-dated Fractal generation program.
V291 POSTSCRIPT INTERPRETER V1.5 * The Soft-ware based Postscript interpreter.
V292 CHEQUE BOOK ACCOUNTANT V.09 Excellent way to keep track of your Cheques
V293 NCOMM The only communication package you will need if. Modem Program
V294 ED'S MED MUSIC MODULES Theres various music modules for use with MED.
V295 C64 EMULATOR Helps to assist C64 users upgrading to the Amiga. Full 64 basic
V298 NORTH C V1.3 (2) Unpacked Version
V301 EYE OF THE BEHOLDER HINT BOOK Includes Maps, Strategy, Hints & Solution.
V302 MAVERICK COPIER: The best amiga copier to date. See your games/programs copyright notice before using this product.
V304 CHAOS STRIKES BACK HINT BOOK Includes Maps, Strategy, Hints & Solution.
V306 A-GENE V3.125 Lastest version of the Family Tree program. Geneaology program
V307 VIDEO TAPE DATABASE PROGRAM Catalogue all your video tapes, for reference
V311 JACK NICKIUS COURSE DISKS Various New courses for the Golf Game **(5)**
V316 MEAN 18 COURSE DISKS Various **(2)** New courses for the Excellent Mean 18 Golf
V318 PRO SOUND TRACKER V1.1B & SOUND TRACKER V2.6 The Lastest & best versions these's excellent Music programs.
V321 UEDIT WP Another excellent Word processor with loads of extra features.
V323 ANALTICALC SPREAD SHEET (2) At last a new version that works. Excellent
V325 SOUND TRACKER CONVERTER Converts music modules in executables.
V328 AT COPY-E Copies from one side of your bridge board to the other (Amiga-2-PC)
V329 MESSY SID Converts/Transfers Amiga Text files over on to IBM Pc Disks, & back.
V330 RED SECTOR INC EXTRA DISKS (2) Includes instructions, Extra Bobs & utilities.
V332 AMIGA PUNT PROGRAM Horse racing prediction program for the Amiga.

GAME DISKS

0982 MONOPOLY & CLUEDO GAMES
1248 DRAGONS CAVE Excellent Game
1255 THE SIMPSONS Control BART
1328 WHEEL OF FORTUNE One of the best Quiz game's, As the series on Television.
1335 WIZZYS QUEST Excellent Game
1341 DOWN HILL SKIING Arcade Game
1367 BLACKJACK The Casino Simulator.
1370 HACKLITE Dungeons & Dragons
1374 TENNIS Excellent Tennis Simulator
1420 DTRIS Played Tetris Well, This is the best version to Date (With 2 Player option)
1454 MEGA BALL (THE BEST ARKANOID GAME, Better that any Full Price Games).
1534 THE HOLY GRAIL Text adventure simular in style to the inforgam games.
1561 TRITWIS This is the best version of Tetris on the amiga with a 3 play option.
1563 GREYSLAYER A very nice game simular in style to barbarian. Hack n slay
1580 NETHACK A fantasy game in which your goal is to retrieve the Amulet (2, 2D)
1597 ROLLERPEDE A space aged version of the classic centipede game. Excellent
1622 LORE OF CONQUEST Wargame simular in concept to the game RISK.
1663 PROPERTY MARKET A strategy game within the house market business.
1664 THE CASTLE ADVENTURE Excellent new Text adventure simular to the infocom
1665 BATTLE FORCE ROLE PLAYING Fight in robot form within this excellent game.
1695 NAPOLENIC WAR SIMULATOR Excellent program sent direct by the author.
1707 IMPERIUM Another excellent strategy game based apon Roman time.
1735 ASTERIODS 'THE ORIGINAL' Another old classic. Remember that Classic.
1747 LLAMATRON GAME 2001 By Jeff Minter Brilliant stuff & Excellent production
1749 SCRABBLE The Original Remember that old classic well is now on the Amiga.
1769 SKATE TRIBE Skateboard game simular in style to skate or die. Excellent.
1795 GAMES Vol1: Sky Fight, Larn, Jackland, Bouncer, Blue Moon, Welltrix & Kap-Othello.
1796 GAMES Vol2: Drip, Bally, Amoeba, Tron, Chess II, Tiles, Daleks, Yahzee & Stepz
1797 GAMES Vol3: Asteroids, gravity Wars, Ping Pong, Orbit3D, MiniBlast & Gravattack.
1798 GAMES Vol4: Car, EgyptianRun, game Cheats, Mr munk, Mutants & Backgammon
1799 GAMES Vol5: RollOn, ,Cat&mouse, SYS, Cosmo, Mazeman, DAD & Pharaoh.
1800 GAMES Vol6: jumpy, King, Raps, CRobots, Death, Breakout, ATC & Tiny.
1801 PD GAMES Vol1: Tanx, Roller pede, Amigoids & Cave Runner (Boulder dash)
1802 PD GAMES Vol2: Girl Action (Space invaders), Missile Comand, invaders, Batty II, Maze game & Think Ahead board game.
1816 SUPER TWINTRIS The final versionis here. Totally playable & all levels complete.
1818 RAPHAELS REVENGE The only Pdbeat' em up game with an armed Teenage Turtle.
1870 PATIENCE'S & DOMINOS The famous card game, this is the best version to date.

AMOS PD

APD132 FAMILY HISTORY DATABASE
APD146 FRUIT MACHINE SIMULATOR
APD151 UNDERSTANDING AMOS The Amos Tutorial Program Disk. A must
APD163 THE SAMPLE EDITOR V1.2
APD176 AMOS DATABASE MASTER
APD190 BLACK BELT KARATE GAME
APD198 BOMBS FROM BAGDAD GAME
APD200 DUNGEON MASTER SHELL
APD203 FRACTAL MANIA DEMO
APD215 FRACTAL WORKSHOP
APD221 AMOS BINGO GAME
APD222 STEVES SAMPLE DISKS (5)
APD234 AMOS TEXT W. PROCESSOR

DEMO DISKS

1233 VOGUE & JUSTIFT MY LOVE Some more Madonna music,
1242 RED DWARF HI-RES PICTURES (2) Some pictures from aboard the Red Dwarf
1332 SCHWARZENEGGER in the Total Remix & a Washing up Advert.
1343 THE ROBOCOP 2 SLIDESHOW
1404 EMIGMA BY PHENOMENA This is a excellent mega demo with great graphics
1441 THE PLASMUTEX 1991 By The flame Arrows. Madonna Music & some excellent graphical effects to run along side.
1451 JARRE CONCERTS MUSIC Production by Jean M. Jarre. More jarre music
1471 ACES OF THE SKY Agatron:35 The latest animation of two planes(*)
1532 ALIENATION AURAL ECTACY
1547 JETSET 'OVERLOAD' The MTV Braun European Music disk selection
1578 GLOBAL TRASH BY SILENTS A Truly superb interactive demo. One of the best.
1586 PAPA DON'T PREACH Excellent sampled Madonna music. Excellent disk.
1592 ITS ON YOU BY MC SAR This is the best house music (2, 2D)
1618 KGB MEGA DEMO This disk is totaly brilliant & realy well presented. Better sections that Budbrain II (2)
1625 INDIANA JONES & THE LAST CRUSADE The Hi-Res Slide show **(2)**
1629 THE SIMPSONS Animation: By Decay, Totaly excellent disk.* double anims here
1669 MADONNA (2) Shes back with more excellent pictures colour pictures.
1671 MAGICIAN ANIM VERSION * 2 Anothr Excellent raytraced Animtion. recommend
1698 REINCARNATION OF SGT (2) PEPPER Freaky colourful graphics. Reviewed in AF26
1713 'PLAGUE OF DOOM The Ultimate Music selection collection disks (2)
1715 SINKING DEMAND/VECTOR is a cool looking mega demo with colourful effects
1720 MANIC RAVES BY EMDLESS PIRACY Excellent hard hitting tracks. (2 disks)
1728 MYSTICAL TUNES BY VERICAL Superb choice of music tracks for you to listern too.
1729 NO TECH BY BASS: Loud music and animating effects. very good disk indeed.
1736 MADONNA Slideshow III another Madonna slide show packed on 3 disks (3)
1740 DRUMS & PIPES Music collection high Quility sound not to be missed.
1741 KLF MUSIC DISK Sator presents this great music disk production disk.
1742 CRUSADERS EUROCHART JULY See what the best Mega demos are, the best games, utilities & loads more.
1746 ANARCHY INSPIRATION IS NONE Latest & the best ever mega demo from one of the best Amiga demo groups. Inc Anim
1748 SILENTS MEGA DEMO CALLED ICE This is there latest mega demos & is totaly stunning, Totaly Excellent Thanks Silents.
1762 TERMINATOR II SLIDE SHOW There's some excellent pictures from the film **(2)**
1764 PURE METAL CODERS Another mega demo with more excellent effects & music.
1767 GOLDFIRE ULTIMATE FX There's some excellent demos lately & here's another.
1768 DARKNESS MEGA DEMO II Another well done mega demo disk. Excellent disk.
1812 ALIEN BLIP MOVIE (2) ???
1843 MADONNA VOGUE MUSIC (4) The full madonnsingle on computer disks.
1854 WRESTLEMANIA VII (2) All the Stars of the WWF battle it out on computer disks.
1856 MADONNA FOLLOWING YOU (2) She's back with another new music disk.
1858 LIFE OF BRIAN SLIDESHOW The mad & wacky group are back with more pictures.
1859 MADONNA RESUCE ME MUSIC
1860 MONTY PYTHONS TRAFHIC LIGHTS
1865 ROBIN HOOD SLIDE SHOW

BRAND NEW DEMOS

1866 SEGA ADVERT REMIX Very funny sample of a remixed Sega advert.
1867 THE KLF EXTERNAL STEREO REMIX One of the better house music disks. Stereo
1878 MOST TRANQUIL IV The latest PCS music production with various music tracks
1879 LEMMING CURD Music collection by The Beatmaster. Some more house music.

ERIC SCHWARTZ

F423 Miss 'A' Sele Pogo Animation (1Mb)
0981 Stealty manoeuvres II & Flyby. (1Mb)
1034 At The Movies Animation (1Mb)
1085 Swis Army on Manoeuvres (1Mb)
1582 Amy vs The Walker Animation (1Mb)
1609 Three more Stealthy Manoeuvres(*)
1700 Anti Lemmins Animation Requires 2Mb (2 Disks both unarced). Reviewed Af26
1702 The Dating Game Animation Requires 3Mb (2 Disks both unarced). Reviewed AF26
1794 V Tol Contest. fetures a helicopter and the stealty jet plane. Heli try to keepup. (1Mb)
1842 The Shuttle cock Animation (1Mb)
1850 Late night & The Terminal Anims. (*)

STAR TREK SECTION

0186 The Original Animations (2)*
1029 The USS Enterprise Animation (1Mb)
1030 The Bird of Prey Animation (1Mb)
1031 The Fleet Maneuver Animation (1Mb)
1032 The Wraith of Khan Animation (1Mb)
1033 The Approaching Star Trek (1Mb)
1060 Star Trek The Next Generation Game
1081 The Ultimate Star Trek Game (2)
1107 Star Treking Song (2, 2DD)
1254 Star Trek The Shoot m Up game
1349 American Star Trek Latest with extra sound & graphics (1Mb & 2D, 2disks)
1465 NCC Worker bee Star Trek Animation*
1696 The Star Trek trivia quiz game
1835 Star Trek (1Mb)

FRED FISH SELECTION

All Fred fish disks require working knowledge of CLI. Some programs will not load from the workbench. Please take note.
F334 WHATIS A neat little utility which was reviewed in Amiga shopper. V1.2a.
F344 RKMCOMPANION The Rom kernal reference manual. Also most 300 Pages.
F347 CURSOR A 3 pass BASIC Compiler for BASIC programs. This is version 1.0
F362 SMOVIE A smooth scrolling displayer usefull for creating video titles & slide shows
F498 FREECOPY is unlike mosy copiers in that it does not actually copy disks. It removes the protection. See copyright notice before use.
F499 MATLAB A Fortran package developed by Argonne National Laboratories. Now updated
F501 GENESIS A uniquely flexible & powerful program for generating & rendering fractals.
F507 LHCON A program that will convert Arc & Zoo formatted archives to LHArc format. V1.01
F508 HCC An amiga port of Sozobon Ltd C compiler. v2.0. Can completely compile itself
F511 PCQ A Self compiling Pascal compiler. It has many enhancements & Improvments. V1.2b
F512 M2PASCAL A simple modula-2 to pascal translator. Can generates pascal source code.
F515 CHECKBOOK ACCOUNTANT is a check book recording, balacing & budgeting program
F517 AEQUIPLOT a program that renders multi colour pictures using an algorithm effects.
RUSSIAN FONTS ranging from 13pt to 31points.
F518 LISTER Program to display information about files & various type of archides. V1.0
F519 CHECKFRAG a program that reports on the extent of file fragmentation in an directory.
OPTIMIZER that works on floppy disks, hard disks and Ram: disks. Runs at 1 block at a time
F520 IOBOARD Full plans for a public domain harrdware project to add 2 parallel ports & 2 serial ports to an amiga a500, 1000 or 200.

THE PD DATABASE SET

These's 2 Disks contain well over

3,500

Amiga Public Domain disks, ALSO COMES WITH A PRE-PRINTED LIST OF ALL THE TITLES.

ONLY £1.50

FRED FISH BOOKLET

Ever wanted a complete description of all the Fred Fish disks on Paper? Well, the entire list is now ONLY available from PD SOFT. over 90 Pages revealing everything about every program in this range as described by Fred Fish.
(Currently Upto Disk F530)
This Includes Sorted Index Of Every Program! Only **£2.50**

POLLYSOFT LICENCEWARE £3.00

L1 - SPACE BLOB : Platform Game similar to Manic Miner
L2 - MR DIG: Eat the earth, munch the cherries. THIS DISK IS NOW 512K........
L3 - Q-BOID: Shoot blocks upwards to fill the shapes before the screen falls apon you. Played Tetris when try this variant.
L5 - SUBCULTURE: R-Type clone where you have to shoot down waves of space ships flying towards you. All 5 Levels.
L7 - DIZZY LIZZY (1Mb): A Boulderdash clone with extra large graphics. Collect all the diamonds & avoid the monsters. Reviewed in CU Amiga.
L8 - LIZZYS FUNTIME: SHAPE, CLOCK PICTURE & KEYS, MONEY, SEASONS & MOUSE (2 DISKS) Both reviewed in Amiga Format (June 1991). Educational
L11 - TRON DIMENSION X (1MB): Brilliant Light Cycles Game, ONE OR TWO PLAYERS
L12 - THE ULTIMATE GRABBER: 100 times better that the Amos Sprite grabber program. A must for Amos programmers.
L13 - BOUNTY HUNTER (1Mb): Take Lucky Luke through a Graphic adventure, Excellent arcade shoot outs where you contoll the Gun. then ride your horse & take out the bad guys. Shoot out sequences like Operation Thunder Bolt.
L14 - CLASSROOM MATHS EDUCTIONAL PROGRAMS: New Education programs from the creators of LIZZYS FUN TIME 1 & 2. See Future reviews for more details.
CW1 - BASS O MATIC (2 DISKS): Some excellent Crusaders Music & graphics
CW2 - TUFF ENUF MEGA DEMO: Excellent production with various Great sections. Inc the Crusaders Cartoon charater. Reviewed in Amiga Format July 1991.

VIDEO FONTS 4 £15.00

FLETCHER VIDEO FONTS PACK 4: Colour Pack 4 (FFP4) Six disks packed with a varied assortment of coloured fonts. in many colours, shapes & sizes. For use with Dpaint programs or any Video production utilities. This latest has some totaly outstanding fonts and for only £15 they give you over 70 fonts to play with. Have fun

PRICES ARE PER DISK

1-5 Disks 2.50	6-10 Disks 2.25
11-20 Disks 2.00	21-49 Disks 1.75
50-99 Disks 1.50	100+ Disks 1.25

(N) = NUMBERS OF DISKS
***** = 1MB MEMORY REQUIRED
(2D) = NEEDS TWO DISK DRIVES

WE ARE OPEN SATURDAYS

ORDERING DETAILS

PLEASE QUOTE THE DISK NUMBERS WHEN ORDERING BY PHONE OR POST. ALL PRICES INCLUDE V.A.T, 1st CLASS POSTAL COSTS & PACKING.

ORDERING BY POST:
PLEASE SEND A CHEQUE OR POSTAL ORDERS MADE PAYABLE TO: PD-SOFT (DEPT AF27), 1 BRYANT AVE, SOUTHEND-ON-SEA, ESSEX, SS1 2YD
PLEASE INCLUDE THE FOLLOWING DETAILS WHEN ORDERING BY POST, YOUR DAY TIME PHONE NUMBER & IF YOU HAVE ORDERED FROM US BEFORE.

FOREIGN ORDERS:
ALL ORDERS SENT BY AIR MAIL. FOR EUROPEAN ORDERS PLEASE ADD 10% (MINIMUM £1.00. INTERNATIONAL & EUROPEAN CREDIT CARD ORDERS WILL BE CHARGED POSTAGE AT COST. ANY CHEQUES MUST BE DRAWN ON A U.K BANK (OR CASH BY REGISTERED MAIL).

ORDERING BY TELEPHONE:
TELEPHONE HOTLINE OPEN SIX DAYS A WEEK FROM: 9AM - 8PM WEEK DAYS AND FROM 9AM - 8PM ON SATURDAYS.

COLLECTING DISKS AND ORDERS:
PLEASE RING (0702) 466933 BEFORE CALLING SO THAT WE MAY PREPARE (OR COPY) THE PUBLIC DOMAIN DISKS THAT YOU REQUIRE.

OTHER INFORMATION:
WE NOW OFFER A LASER PRINTER SERVICE. IE IF YOU WOULD LIKE INFORMATION ON ANY OF OUR PUBLIC DOMAIN DISKS JUST ASK.
With Exception to Licenceware, Special Public domain Packs.
ALL ORDERS DISPATCHED WITHIN 48 HOURS CLEARED FUNDS ONLY.

MicroMAIL

Unit 9, Smug Oak Business Centre
Lye Lane, Bricket Wood, St Albans, AL2 3UG
Tel: (0923) 894111 - 8 Lines
Fax: (0923) 894143

DEAL OF THE MONTH
Star XB24-10
Pro Quality 24 Pin Colour
1 Year Free Onsite Maintenance
£335 inc VAT

AMIGA 500 "CARTOON CLASSICS" GAMES PACK
Includes: 1Mb memory "The Simpsons", "Captain Planet and the Planeteers" and "Lemmings" games, plus Deluxe Paint III, plus Quickshot Joy Stick.
£349 inc VAT

AMIGA 500 GRAND PACK
FULL SCREEN GEMS PLUS:
10 Hit Games, 20 PD Power Pack, Word Processor, Spread Sheet, Date Base, Accounts, Virus Killer, Games, Demos, 10 Blank Disks, 80 Capacity Data File Disk Box, Dust Cover, Mouse Mat, Quickshot Joystick.
512K Amiga £369 inc VAT
1 MB Amiga £389 inc VAT

AMIGA 500 SCREEN GEMS
Includes full Amiga Pack plus
- Shadow of the Beast II
- Days of Thunder
- Back to the Future
- Night Breed
- Deluxe Paint II
- Virus Killer Disk

512k Amiga £329 inc VAT
1 MB Amiga £349 inc VAT

CD TV £599 inc VAT

Item	Price
Commodore 1084S Monitor with leads	£219 inc VAT
Phillips 8833 Mark II with leads	£229 inc VAT
Zydek External Disk Drive	£55 inc VAT
Cumana External Disk Drive	£69 inc VAT
A590 Hard Drive	£265 inc VAT
A590 Hard Drive + 2 MB RAM	£325 inc VAT
KCS 500 Power Board inc 512K exp, MS DOS, Shell, 640K	£215 inc VAT
CBM A501 512 RAM Expansion	£39 inc VAT
512K RAM Expansion	£29 inc VAT
2 Mb RAM Expansion for A590	£69.00 inc VAT
10 Blank Disks	£5.99 inc VAT
50 Blank Disks	£15.99 inc VAT

BASIC AMIGA 500
TO GET YOU STARTED INCLUDES:
Mouse, PSU,512K RAM, 1 MB Disk Drive, 4096 Colours, 20 PD Disk Power Pack includes, Word Processor, Spread Sheet, Data Base, Virus Killer, Demo Games, T V Modulator, Three Manuals, Built in Speech Synthesis, Quickshot Joystick, Mouse Mat
ALL FOR JUST
512K Amiga £299 inc VAT
1MB Amiga £329 inc VAT

AMIGA 500 FIRST STEPS
EDUCATION PLUS PACK
A501 512K RAM Expansion, Lets Spell At Home, Prowrite, WP, Infofile Spreadsheet, Deluxe Paint II, Deluxe Print, Music Mouse, Logo, Talking Turtle, BBC Emulator, 5 BBC Programmes, 10 Blank Disks, Do's and Don'ts Poster, Resource, In Pack Video, NAPE Booklet, Python Digital Joystick, Plus 20 PD Educational Games
£469 inc VAT

CLASS OF THE 90'S
AMIGA 500 PLUS
A501 512K RAM Expansion, Midi Interface, Deluxe Paint II, Superbase Personal, Maxiplan 500 Publishers Choice, Dr T's Midi Recording Studio, Logo, BBC Emulator, 5 BBC Programmes, 10 Blank Disk, Mouse Mat, Disk Wallet Quickshot Joystick Plus 20 PD Educational Disk
£519 inc VAT

AMIGA 1500
Twin Floppy 1 MB RAM, Mouse, 1084S Monitor with the Work Platinum Database, WP, Spreadsheet, Deluxe Paint III, Simcity, Populous, Their Finest Hour, Battlechess
£859 inc VAT
£649 inc VAT with TV Modulator, no Monitor

ORDERING

PRINTERS

Printer	Price
HP DeskJet 500	309 + VAT
HP PaintJet	649 + VAT
HP LaserJet IIIP	679 + VAT
HP LaserJet III	1059 + VAT
Canon BJ 10E	229 + VAT
Citizen Swift 9 Pin Colour with lead	162 + VAT
Citizen Swift 24 Pin Colour with lead	234 + VAT
Star LC200 Colour with leads	166 + VAT
Star LC24 200 Colour with lead	234 + VAT

ALL AMIGA SOFTWARE 10% OFF R.R.P

AMIGA 4 - 9 yrs BEGINNERS PACK
Amiga 500, Funschool 2 (Specify under 6, 6 - 8 yrs or 8 +) and Funschool 3 (Specify under 5, 5 - 7 yrs or 7 +), Best Educational Games on 10 disks, Quickshot Joystick
512K Amiga £359 inc VAT
1 MB Amiga £379 inc VAT

TELESALES NO: (0923) 894111
Government and School Orders Welcome.
Next day delivery for credit card orders placed before 4.00pm subject to availability Alternatively send cheque, postal order to **Micromail Ltd, Unit 9, Smug Oak Centre, Lye Lane, Bricketwood, St. Albans, AL2 3UG.** Please allow 5 working days for cheque clearance. Subject to availability, despatch is normally within 24 hours of receipt of cleared payment.

DELIVERY CHARGES: UK Mainland (not Highlands)

Small consumables & software items	Despatched by post, please check charges when ordering
Other Items except lasers	Next day courier service, £10 per box
Laser printers	Next day courier service, £17.50
Offshore and Highlands	Normal rate plus £20 + VAT per box

In addition we offer the following express services:

Saturday deliveries	Normal rate plus £10 + VAT surcharge per box
7am - 9am next day	Normal rate plus £10 + VAT surcharge per box
Am next day	Normal rate plus £5 + VAT surcharge per box

Prices are subject to change without notice E. & O.E.

Callers Welcome at our Showroom
open 9-5.30 Monday - Saturday
open 10-4 Sunday

AMPLE FREE PARKING



WHERE TO FIND US

EAGLE SOFTWARE

118a Palmers Road
New Southgate
LONDON N11 1SL.

(10 am - 6pm 6 days - 6 lines)

Tel: 081-361 2733

(Faxline after 6pm)

10% off orders over £50

Access · VISA

ST & AMIGA BUDGET TITLES UNDER £10

Title	Price	Title	Price	Title	Price
3D Pool	£7.99	Flood	£8.99	Road Blaster	£6.99
3 Stooges	£8.99	Gauntlet II	£6.99	Rocket Range	£8.99
Afterburner	£6.99	Hard Drivin'	£6.99	R-Type	£6.99
Arkanoid II	£6.99	Hitch Hiker's Guide to Galaxy	£6.99	Run The Gauntlet	£6.99
Ballistix	£8.99	Hong Kong Phoey	£6.99	S.D.I.	£6.99
Barbarian II	£6.99	Hostages	£6.99	Shadow of the Beast	£8.99
Batman Caped Crusader	£6.99	IK+	£6.99	Sherman M4	£6.99
Beach Volley	£6.99	Impossible Mission II	£6.99	Shuffle Puck Cafe	£6.99
Blood Money	£8.99	James Pond	£6.99	Sky Chase	£8.99
Cabal (Amiga only)	£6.99	Kid Gloves	£6.99	Speedball	£8.99
California Games	£6.99	Kult	£6.99	Stryx	£8.99
Carrier Command	£8.99	Last Ninja II	£6.99	Super Hang On	£6.99
Centrefold Square	£6.99	Lombard RAC Rally	£6.99	SwitchBlade	£6.99
Cloud Kingdom	£6.99	Michael Jackson Moonwalker	£6.99	Thunderstrike	£6.99
Colorado	£6.99	New Zealand Story	£6.99	Toobin'	£6.99
Colossus Chess	£7.99	North & Soouth	£6.99	TV Sports Football	£8.99
Continental Circus	£6.99	Out Run	£6.99	Vigilante	£6.99
Crazy Cars	£6.99	Operation Wolf	£6.99	Waterloo	£8.99
Deadline	£8.99	Passing Shot	£8.99	Wings of Fury	£6.99
Defender of the Crown	£8.99	Photon Paint (Amiga Only)	£7.99	Wizball	£6.99
Def of the Earth	£6.99	Platoon	£6.99	WC Leaderboard	£6.99
Deluxe Strip Poker	£6.99	Predator	£6.99	Xenon II	£8.99
Double Dragon	£6.99	Rambo III	£6.99	Zork I	£8.99
Dragon Ninja	£6.99	Red Heat	£6.99	Zork II	£8.99
Fantasy World Dizzy	£4.99	Resolution 101	£6.99	Zork III	£8.99

TOP TITLES	ST	AMIGA
HalfMeg Upgrade + Clock	N/A	£29.99
1 Meg Cricket	N/A	£19.99
1 Play 3D Soccer	£16.99	£16.99
3D Construction Kit	£29.99	£36.99
4D Sports Boxing	£16.99	£16.99
688 Sub Attack	£16.99	£16.99
A10 Tank Killer	£21.99	£21.99
Action Stations	N/A	£16.99
A.D.S.	£19.99	£19.99
Alcatraz	£15.99	£15.99
Alien Storm	£16.99	£16.99
Alpha Waves	£15.99	£15.99
Amazing Spiderman	£15.99	£15.99
Amos 3D	N/A	£23.99
Amos Compiler	N/A	£19.99
Amos The Creator	N/A	£36.99
Armourgeddon	£15.99	£15.99
ATF II	£16.99	£16.99
Back to the Future III	£15.99	£15.99
Back to the Golden Age	£16.99	£16.99
Bandit King of Anc.China	£21.99	£21.99
Barbarian II (Psygnosis)	£16.99	£16.99
Bard's Tale III	£16.99	£16.99
B.A.T.	£22.99	£22.99
Battle Chess	£15.99	£15.99
Battle Chess II	£16.99	£16.99
Battle Command	£14.99	£14.99
Battle Hawk 1942	£16.99	£16.99
Battle Master	£19.99	£19.99
Batman the Movie	£14.99	£14.99
Betrayal	£19.99	£19.99
Big Run	£16.99	£16.99
Bill and Ted's Adventure	£16.99	£16.99
Billiard Simulator II	£16.99	£16.99
Billy the Kid	£14.99	£14.99
Blue Max	£19.99	£19.99
Bomber Bob	£16.99	£16.99
Brain Blaster	£16.99	£16.99
Brat	£16.99	£16.99
Buck Rogers	£19.99	£19.99
Cadaver	£16.99	£16.99
Cadaver - the pay off	£10.99	£10.99
Cadaver - the Last Supper	£10.99	£10.99
Captive	£15.99	£15.99
Cardinal of the Kremlin	£16.99	£16.99
Carve Up	£15.99	£15.99
Celica GT4 Rally	£15.99	£15.99
Centurion	£16.99	£16.99
Chaos Strike Back	£16.99	£16.99
Champion of the Raj	£16.99	£16.99
Chase HQ	£14.99	£14.99
Chase HQ II	£14.99	£14.99
Chinto's Revenge	£16.99	£16.99

TOP TITLES	ST	AMIGA
Chips Challenge	£16.99	£16.99
Chuck Rock	£16.99	£16.99
Chuck Yeagers AFT	£16.99	£16.99
C.Y's Air Combat	£20.99	£20.99
Code Name White Shad.	£23.99	£23.99
Cohort	£20.99	£20.99
Colditz	£19.99	£19.99
Colors	£14.99	£14.99
Corporation	£10.99	£10.99
Crime Wave	£16.99	£16.99
Cruise for a Corpse	£16.99	£16.99
Crystals of Arborea	£16.99	£16.99
CyberCon III	£16.99	£16.99
Darkman	£15.99	£15.99
Das Boot	£21.99	£21.99
Days of Thunder	£15.99	£15.99
Demoniak	£19.99	£19.99
Deuteros	£16.99	£16.99
Double Dragon III	£16.99	£16.99
Dragon Wars	£16.99	£16.99
Dynamite Debugger	£15.99	£15.99
Duck Tales Quest	£16.99	£16.99
ELF	£15.99	£15.99
Elvira Mistress of Dark	£21.99	£21.99
Epic	£14.99	£14.99
Euro Superleague	£14.99	£14.99
Eye of the Beholder	£19.99	£19.99
F14 Tom Cat	£18.99	£18.99
F15 Strike Eagle II	£23.99	£23.99
F16 Combat Pilot	£16.99	£16.99
F117A Stealth Fighter	£21.99	£21.99
F19 Stealth Fighter	£19.99	£19.99
F29 Retaliator	£14.99	£14.99
Fate of Atlantis (Adv'ture)	N/A	£16.99
Fate of Atlantis (Arcade)	N/A	£16.99
Feudal Lords	£16.99	£16.99
Final Blow	£16.99	£16.99
Final Conflict	£16.99	£16.99
Final Fight	£16.99	£16.99
Final Flight	£16.99	£16.99
Final Whistle	£9.99	£9.99
Flight of the Intruder	£22.99	£22.99
Fore Play	£15.99	£15.99
Future Baseball	£16.99	£16.99
Gauntlet III	£16.99	£16.99
Geisha	£16.99	£16.99
Genghis Khan	£21.99	£21.99
Gettysburg	£18.99	£18.99
Gods	£15.99	£15.99
Golden Axe	£16.99	£16.99
Golden Shot	£16.99	£16.99
Graham Gooch Cricket	£21.99	£21.99
Grand Prix	£23.99	£23.99

TOP TITLES	ST	AMIGA
Gunboat	£21.99	£21.99
Gunship 2000	£21.99	£21.99
Hard Drivin II	£15.99	£15.99
Harpoon (1 Meg)	£19.99	£19.99
Hawk	£19.99	£19.99
Hero's Quest (1 Meg)	£21.99	£21.99
Hero's Quest (Gremlin)	£16.99	£16.99
Hill Street Blues	£16.99	£16.99
Horror Zombies	£16.99	£16.99
Hudson Hawk	£15.99	£15.99
Hunter	£20.99	£20.99
Immortals	£15.99	£15.99
Imperium	£16.99	£16.99
Indianapolis 500	£16.99	£16.99
Interceptor	£26.99	£26.99
Iron Lord	£15.99	£15.99
Ivanhoe	£14.99	£14.99
Jahangir Khan's Squash	£16.99	£16.99
Jimmy White's Whirlwind	£16.99	£16.99
Judge Dredd	£18.99	£18.99
Kick Off II (1 Meg)	£15.99	£15.99
Kick Off II (.5 Meg)	N/A	£13.99
Kick Off Winning Tactics	£9.99	£9.99
Killing Cloud	£15.99	£15.99
Killing Game Show	£16.99	£16.99
Kings Quest V	£26.99	£26.99
Knight of the Sky	£23.99	£23.99
Last Ninja III	£16.99	£16.99
Leisure Suit Larry III	£25.99	£25.99
Lemmings	£15.99	£15.99
Line of Fire	£16.99	£16.99
Life & Death	£20.99	£20.99
Logical	£16.99	£16.99
Lost Patrol	£14.99	£14.99
Lotus Esprit	£15.99	£15.99
Lotus Turbo Challenge II	£16.99	£16.99
M1 Tank Platoon	£19.99	£19.99
Mad Professor Moriarty	£15.99	£15.99
Magnetic Scroll	£19.99	£19.99
Man Utd. Europe	£16.99	£16.99
Master Golf	£23.99	£23.99
Maupiti Island	£16.99	£16.99
Megatraveller I	£20.99	£20.99
Mega -Lo-Mania	£20.99	£20.99
Merchant Colony	£20.99	£20.99
Mercs	£16.99	£16.99
Metal Masters	£16.99	£16.99
Metal Mutant	£16.99	£16.99
Midnight Resistance	£14.99	£14.99
Midwinter	£19.99	£19.99
Midwinter II	£23.99	£23.99
Mig 29 Fulcrum	£21.99	£21.99
Moonshine Racers	£15.99	£15.99

TOP TITLES	ST	AMIGA
Monkey Island	£15.99	£15.99
Monkey Island II	£16.99	£16.99
Murder	£16.99	£16.99
Mystical	£15.99	£15.99
Myth	£15.99	£15.99
Nam 1965-1975	£21.99	£21.99
Narc	£14.99	£14.99
Navy Seals	£14.99	£14.99
Neverending Story II	£16.99	£16.99
Nightshift	£16.99	£16.99
Ninja Remix	£14.99	£14.99
Nitro	£15.99	£15.99
Obitus	£21.99	£21.99
Operation Stealth	£16.99	£16.99
Operation Thunderbolt	£14.99	£14.99
Outrun Europe	£16.99	£16.99
Pang	£14.99	£14.99
Panza Kickboxing	£16.99	£16.99
PGA Golf Tour	N/A	£16.99
Pitfighter	£16.99	£16.99
Plotting	£14.99	£14.99
Populas+Sim City	£21.99	£21.99
Powerhouse	£18.99	£18.99
Predator II	£15.99	£15.99
P.P. Hammer	£16.99	£16.99
Prehistorik	£16.99	£16.99
Pro Flight	£30.99	£30.99
Pro TennisTour II	£16.99	£16.99
Prince of Persia	£15.99	£15.99
Puzznic	£14.99	£14.99
Railroad Tycoon	£24.99	£24.99
Rainbow Islands	£14.99	£14.99
R.B.I. 2 Baseball	£20.99	£20.99
Realms	£20.99	£20.99
Red Baron	£23.99	£23.99
Renegade (Coin-op Hits)	£14.99	£14.99
Rick Dangerous II	£16.99	£16.99
Robin Hood	£16.99	£16.99
Robocop	£13.99	£13.99
Robocop II	£14.99	£14.99
Rod Land	£16.99	£16.99
Rogue Trooper	£14.99	£14.99
Rollin' Ronny	£15.99	£15.99
R-Type II	£16.99	£16.99
Savage Empire	£19.99	£19.99
Secret of the Silver Blues	£21.99	£21.99
Shadow Dancer	£16.99	£16.99
Shadow of the Beast II	£15.99	£19.99
Shadow Warrior	£14.99	£14.99
Silent Service II	£23.99	£23.99
Sim Earth	£16.99	£16.99
Simpsons	£15.99	£15.99
Ski or Die	£16.99	£16.99

TOP TITLES	ST	AMIGA
Skull & Crossbones	£16.99	£16.99
Smash TV	£15.99	£15.99
Space Ace	£26.99	£26.99
Space Gun	£15.99	£15.99
Space Quest IV	£26.99	£26.99
Speedball II	£15.99	£15.99
Spindizzy Worlds	£16.99	£16.99
Spirit of Excalibur	£20.99	£20.99
Star Trek V	£16.99	£16.99
Strider II	£15.99	£15.99
Super Cars II	£15.99	£15.99
Super Monaco GP	£16.99	£16.99
Super Off Road Racing	£15.99	£15.99
Super Space Invaders	£20.99	£20.99
Supremacy	£19.99	£19.99
Swap	£16.99	£16.99
Switch Blade II	£15.99	£15.99
SWIV	£15.99	£15.99
Team Suzuki	£15.99	£15.99
Team Yankee	£19.99	£19.99
Terminator II	£14.99	£14.99
Test Drive III	£15.99	£15.99
Their Finest Hour	£19.99	£19.99
Their Finest Mission	£19.99	£19.99
Thunderhawk AH-73M	£21.99	£21.99
Thunder Jaws	£16.99	£16.99
Toki	£14.99	£14.99
Torvak the Warrior	£15.99	£15.99
Total Recall	£14.99	£14.99
Tournament Golf	£16.99	£16.99
Turrican II	£15.99	£15.99
Ultima Martian Dreams	£20.99	£20.99
Ultima V	£19.99	£19.99
Ultima VI	£20.99	£20.99
Ultimate Ride	£16.99	£16.99
UMS II Planet Editor	£23.99	£23.99
Under Pressure	£17.99	£17.99
UnReal	£16.99	£16.99
UN Squadron	£15.99	£15.99
Untouchables	£14.99	£14.99
USS John Young	£16.99	£16.99
Vendetta	£16.99	£16.99
Warlock the Avenger	£14.99	£14.99
War Zone	£15.99	£15.99
White Death (1 Meg)	£19.99	£19.99
Wild Wheels	£14.99	£14.99
Wing Commander II	£19.99	£19.99
Wings (1 Meg)	£19.99	£19.99
Wiz Kid	£14.99	£14.99
Wolfpack	£19.99	£19.99
Wonderland	£19.99	£19.99
W.W.F.	£15.99	£15.99
Ziltrax	£16.99	£16.99

MIND GAMES only £14.99 Austerlitz, Waterloo, and Conflict in Europe	**EDITION ONE only £15.99** Double Dragon, Xenon, Gemini Wing and Silkworm	**PRECIOUS METAL only £14.99** Xenon, Captain Blood, Crazy Cars and Arkanoid	**VIRTUAL WORLDS only £20.99** Driller, Total Eclipse, Castle Master, The Crypt	**LIGHT FORCE only £14.99** Bio Challenge, IK+, Voyager, and R-Type
WHEELS OF FIRE only £13.99 Hard Drivin', Chase HQ, Powerdrift and Turbo Outrun	**THE WINNING TEAM only £18.99** Escape from Robot Monsters, APB, Klax, Vindicators, Cyberball	**FLIGHT COMMAND only £12.99** Eliminator, Strike Force Harrier, Lancaster, Sky Fox and Sky Chase	**DOUBLE DOUBLE BILL AMIGA only £22.99** Tv Sports Football, Lords of the Rising Sun, Tv Sports Basketball, Wings	**FIST OF FURY only £16.99** Dynamite Dux, Shinobi, Ninja Warriors, Double Dragon II
POWER UP only £16.99 Altered Beast, Rainbow Island, X Out, Chase HQ, Turrican	**FULL BLAST only £17.99** Chicago 90, Rick Dangerous, Highway Patrol 2, P47, Carrier Command and Ferrari Formula One	**PLATINUM only £16.99** Black Tiger, Strider, Forgotten Worlds and Ghouls and Ghost	**MASTER MIX only £16.99** Super Wonderboy, Turbo Outrun, Dynamite Dux, Thunderblade and Crackdown	**VIRTUAL REALITY 1 only £21.99** Midwinter, Carrier Command, Stunt Car Racer, Starglide II, Int. Soccer Challenge
TEST DRIVE II COLLECTION AMIGA only £20.99 Muscle Cars, California Challenge, European Challenge, Duel, Super Cars	**BIG BOX only £15.99** Captain Blood, Tin Tin on the Moon,Safari Guns, Teenage Queen, Bubble Plus, Purple Saturn Days, Krypton Egg, Jumping Jackson, BoBo, Hostages	**POWER PACK only £14.99** Xenon 2, TV Sports Football, Bloodwych and Lombard Rally	**HOLLYWOOD COLLECTION only £16.99** RoboCop, Ghostbusters 2, Indiana Jones, Batman the Movie	**ADDICTED TO FUN RAINBOW COLLECTION only £13.99** New Zealand Story, Bubble Bobble, Rainbow Islands
CHALLENGERS only £17.99 Kick Off, Super Ski, Fighter Bomber, Great Courts and Stuntcar Racer	**MAGNUM 4 only £17.99** Afterburner, Double Dragon, Operation Wolf, and Batman Caped Crusader	**TNT only £15.99** Hard Drivin, APB, Xybots, Toobin and Dragon Spirit	**HEROES only £16.99** Barbarian 2, Running Man, Star Wars and Licence to Kill	**VIRTUAL REALITY 2 only £17.99** Virus, Sentinel, Weird Dreams, Resolution 101, Thunderstrike

Please make cheques and P.O.'s payable to *Eagle Software*. P+P is included in the UK. Orders under £5 please add 50p P&P per item. Europe: please add £3 per item. Elsewhere add £4.00 per item.

If the title you want is not listed please *phone for prices*. **Catalogue now available - phone for details or tick box.** ☐

Computer ______________________ Date ________

Title ______________________ Price ________

______________________ Price ________

______________________ Price ________

______________________ Price ________

Mail Order only Total ________

Name: ______________________

Address: ______________________

____

____

Postcode: ________ Tel: ________

Card No: ______________________

Exp Date ________

Access ☐ Visa ☐ Cheque ☐ P.O's ☐

Workbench

Another month's worth of the usual mountain of tips, troubles, puzzles and answers. **Pat McDonald** discovers and discusses...

DOES NOT WORK?

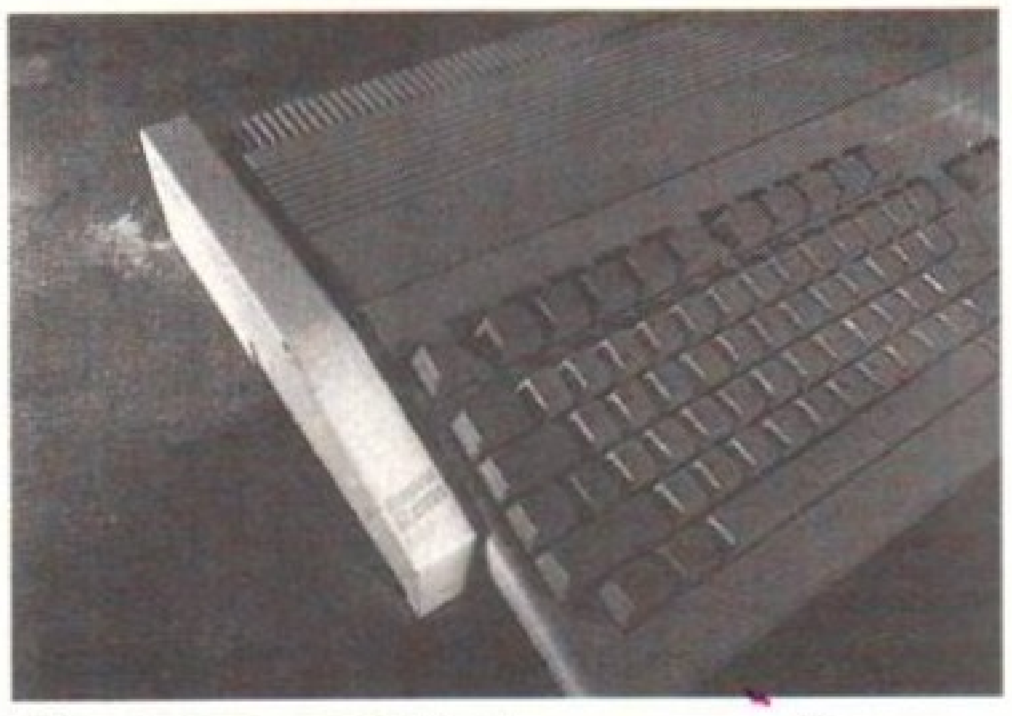
£50

I have an A500 with 1Mb internal RAM, the A1011 floppy disk drive and an Action Replay II. Because I needed more RAM I bought the SupraRAM 500RX with 4Mb installed.

According to the review of the SupraRAM: "It even worked fine with the Datel Action Replay II". However, when I connect both the cartridge couldn't freeze. Whenever I pressed the button it gave a guru.

I think I have too many add-ons for the power supply to cope with. So what do I do, buy the power supply for the Supra or should I try a bigger one for my Amiga?

WOUTER BRUGGEMAN, HOLLAND



Although the SupraRAM has few components of its own, adding 4Mb of RAM could necessitate buying a bigger power supply.

You could well be right. It could be that the memory chips you have in your SupraRAM are a bit heavy on electricity, but in any case you will need more power. The easiest option would be to be buy a bigger power supply (WTS 0582 491949 or Evesham Micros 0386 765500 in the UK), as fitting a supply in the memory expansion will probably mean sending it all the way back to America.

MONITOR WONDERS

I'm sitting here tapping away on my Amiga, looking at my £25 second-hand TV set. It's about time I got something better and handed on the set to my nephew to use with his Spectrum +3. After looking through lots of magazines and asking people's opinions I have come to one conclusion: I'm more confused than when I started!

1) I see that some monitors only do one resolution, that is high or medium resolution. Does this mean if I bought a high resolution job, would low or medium resolution pictures be distorted or simply not display at all?

2) Are multisync monitors generally better or do they have some drawbacks compared with non-multisync single resolution type?

3) I read a lot about flickering. Does this happen with all monitors?

4) I know that some monitors do not have sound (no loudspeakers in them). Can I fit some sort of mini amplifier and a set of loudspeakers? Can you take off the speakers on a stereo sound monitor or are they built in?

5) Are monitors limited to very small sizes, 12 or 14-inch? After using a 21-inch TV set the thought of a small screen puts me off. Do large monitors – if they exist – have inferior picture quality?

6) Are there any special problems with getting monitors repaired if they're out of warranty? Can a local TV repairman cope?

7) What exactly is picture burn in? Is it a real problem or an irritation?

8) Could you please recommend a good monitor, based on these factors: colour, all Amiga resolutions, stereo sound with detachable speakers and a headphone facility, large screen (17 inch or bigger). How much would such a beast cost?

PHILLIP EBBANS, WALSALL

1) There is no established standard for graphics resolution. Generally, a medium resolution monitor will cope with all Amiga graphics modes except interlace (double horizontal screen sizes). These will flicker, but little software uses this mode: usually 3D rendering programs like *Draw4D*.

2) Multisync monitors are much better than non-multisync types (clearer colours and crisper pixels). They will also display rock steady interlace images if you have a flicker fixer installed inside your computer and if it is correctly wired up. You can use a multisync without a flicker fixer – but don't forget that interlace screens will flicker of course.

3) Only interlace modes flicker, unless you have a multisync and a flicker fixer. This combination produces rock-steady images in all graphics modes.

4) Yes, the Amiga has standard stereo phono sockets to wire up to a HiFi. I have never seen a monitor with detachable speakers, and also note that some stereo monitors in fact have only one speaker. Much the same as some stereo TVs have only one speaker!

5) Monitors larger than 12 inches can be bought, but they are specialist and extremely expensive, because monitor quality TV tubes are difficult and costly to manufacture in large sizes. They are also unpopular because they take up more space.

6) Multisyncs or better are tricky for local TV repairmen to fix, but average monitors are quite easy – they are simpler than TV sets.

7) Picture burn-in occurs when an image is displayed for too long. Typically, this takes a couple of days of continuous display. The bright areas of the screen become unusable, because the coating on the inside of the screen has been overused.

Note that some TV shops have machines to repair screens with burn in problems, although usually it's a 'kill or cure' method. It's not really a problem so long as you turn your monitor off when the computer is

Continued on page 191

COVERDISK 26 (again)

After playing around with NoiseTracker on *AF26*'s Coverdisk I decided to attempt to compose a song. After a hard half-hour's work I saved it and went off. When I came back to it, it played the song but no sound came out. I checked all the silly things like the volume level, leads and so on – they were fine.

Also, when I try and save a song, it always saves onto the Coverdisk which is nearly full anyway. How do I save it onto a separate floppy disk? I've tried saving on a freshly formatted disk but the computer just asks me for ST-01. Help.

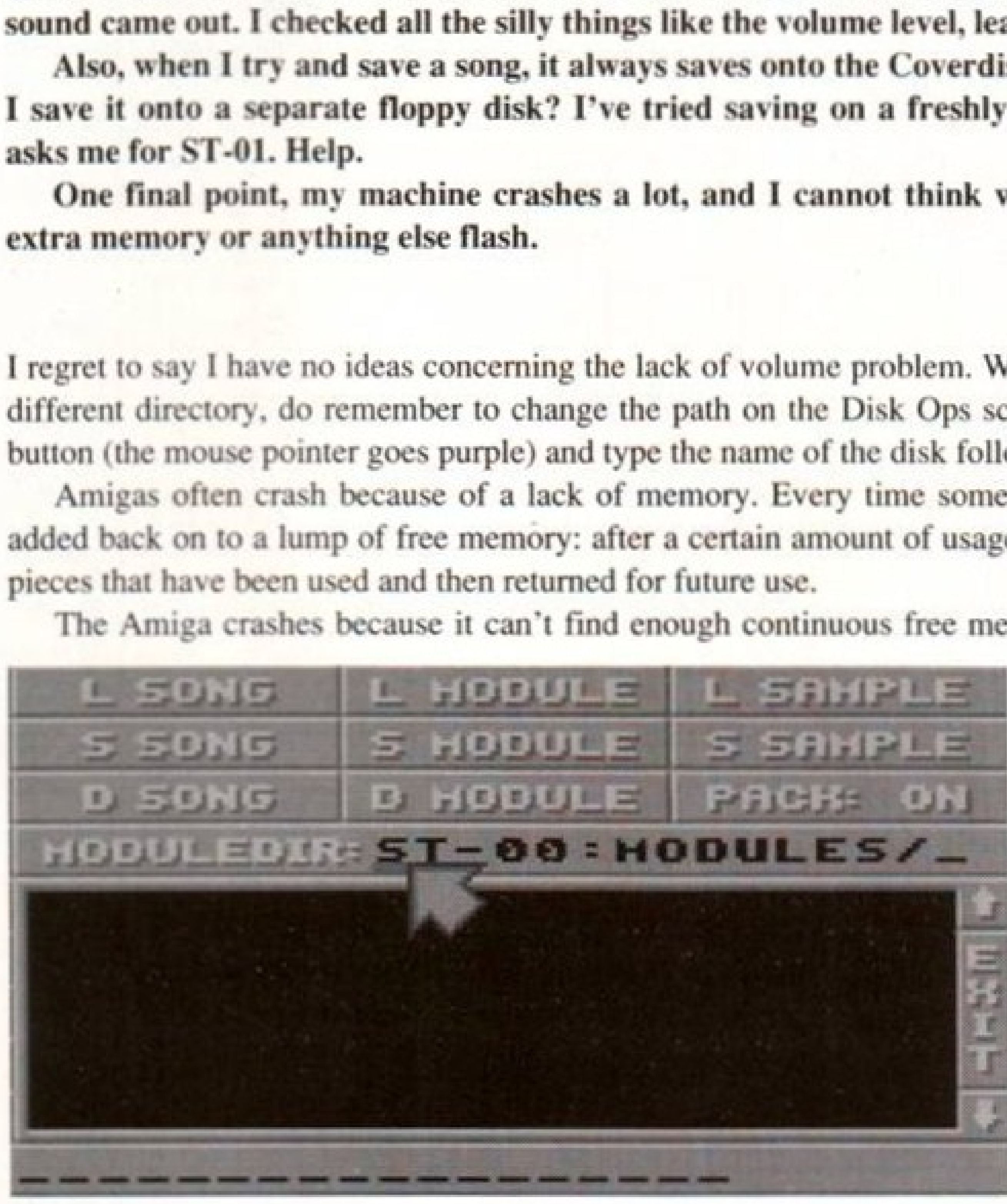
One final point, my machine crashes a lot, and I cannot think why. It's just a standard A500 with no extra memory or anything else flash.

STEFAN ALLERHANO, READING

I regret to say I have no ideas concerning the lack of volume problem. When you try to save or load a module to a different directory, do remember to change the path on the Disk Ops screen. Just click on it with the left mouse button (the mouse pointer goes purple) and type the name of the disk followed by a colon. For example, Empty:.

Amigas often crash because of a lack of memory. Every time some memory is used and then freed, it's not added back on to a lump of free memory: after a certain amount of usage, the memory is split up into lots of little pieces that have been used and then returned for future use.

The Amiga crashes because it can't find enough continuous free memory for what it needs. The only way to get around this is to turn your machine on or off occasionally. Extra memory actually helps to get around this problem, as it fragments more slowly.



This is where you need to click to change the name of the disk you want to save to or load from.

Another point to bear in mind is that Amigas rarely crash out completely (the screen, keyboard and mouse lock up, or the screen display goes bananas). Usually you get a Guru meditation number, which for some reason sticks in people's minds more than the machine going totally dumb.

Of course, the guru is missing completely from Workbench 2 - all I can say is "hooray!".

SOFT EXCHANGE

Offers you the best in quality service and prices.
All our diskettes are of high quality Japanese media.

	PANASONIC BULK 3½ DS/DD	SONY BULK 3½ DS/DD	KAO 3½ BRANDED
10	4.99	5.99	5.99
20	8.49	9.99	10.99
30	12.49	14.49	15.99
40	15.49	17.99	19.99
50	18.99	21.99	22.99
100	33.99	38.99	42.99
200	63.99	75.99	79.99
300	94.99	108.99	114.99
400	123.99	139.99	147.99
500	154.99	169.99	179.99
1000	289.99	329.99	349.99
2000	574.99	659.99	689.99

Includes Labels and Lifetime guarantee.

SPECIAL OFFERS

Offer	Price
10 Disks + 100 Cap Box	£10.99
20 Disks + 100 Cap Box	£13.99
30 Disks + 100 Cap Box	£18.49
40 Disks + 100 Cap Box	£21.99
50 Disks + 100 Cap Box	£24.99
100 Disks + 100 Cap Box	£39.99
200 Disks + 2x200 Cap Box	£67.99

Including Labels

ACCESSORIES

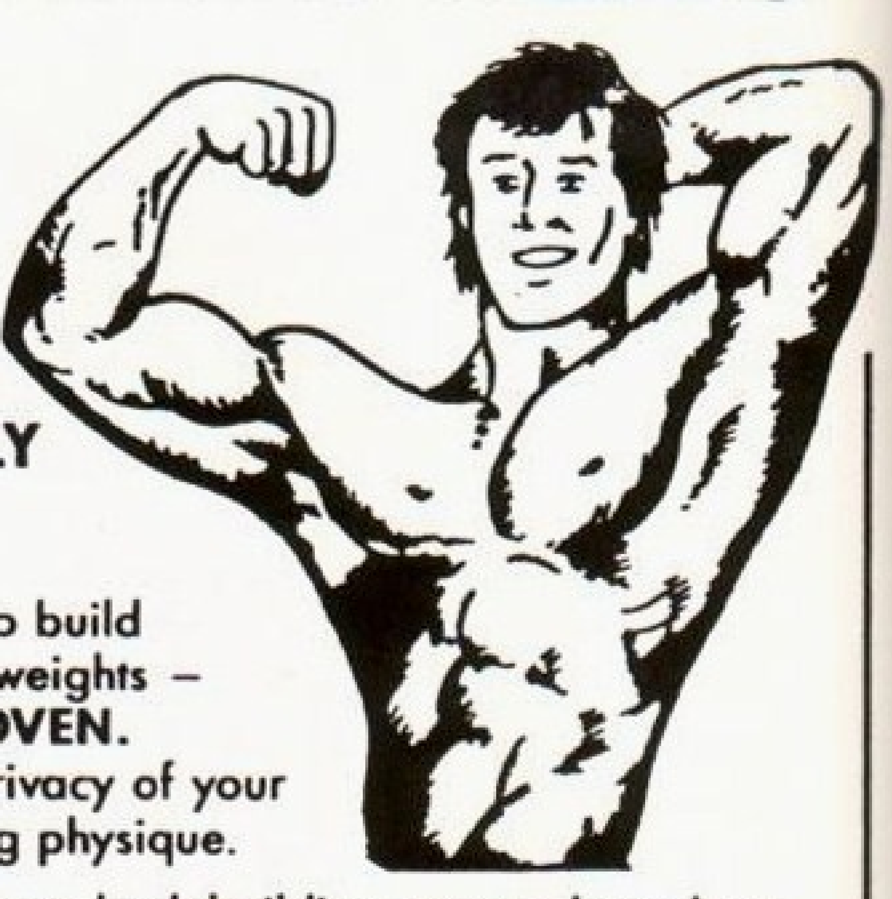
Item	Price	Item	Price
40 Cap Box	£5.99	80 Cap Box	£6.99
100 Cap Box	£7.99	BANX Stackable Boxes	£8.99
Mouse Mats	£2.99	Disk Labels 50	£1.50
Disk Labels 100	£2.50	Disk Labels 200	£3.50
Disk Labels 500	£7.50	Disk Labels 1000	£13.99
Disk head Cleaner	£2.99	Dust Cover Keyboard	£4.99
Dust Cover 12" Monitor	£5.99	Dust Cover 14" Monitor	£6.99
Logitech 2 Button Mouse	£23.99	Wang 5¼ Disks Box of 10	£4.99

All prices include VAT, post and packing in UK, overseas orders please write or telephone. To order please send Cheque/P.O. made payable to

SOFT EXCHANGE

101 Clifton Road, South Norwood, London SE25 6QA
Tel: 081 653 9094 (24 HRS ORDER LINE)ACCESS/VISA ACCEPTED.
Government and Educational orders quoted at very competitive prices.

BUILD MUSCLES FAST



YOU CAN BUILD A FANTASTIC POWER PACKED BODY IN ONLY 12 WEEKS!

NEW! Fastest and best way to build muscles and strength without weights – **EVER! SCIENTIFICALLY PROVEN.** Just 20 minutes daily in the privacy of your home will develop an amazing physique.

MUSCLE DYNAMICS is a new bodybuilding system based on principals developed after years of exhaustive research. It is a total exercise programme involving the very **latest scientific breakthroughs** in the field of muscular development. It is the fastest, most effective way to build muscles in existance.

NOTICEABLE RESULTS IN 28 DAYS GUARANTEED

Send for exciting FREE information pack today

MUSCLE DYNAMICS (AMF), PO BOX 40, GATESHEAD, NE8 1PD

Yes! I want to build muscles fast. Please rush me my **FREE** information pack!

Name ....

Address ....

....

.... Postcode ....

(A stamp for reply appreciated)

Rubysoft

RUBY CHARTBUSTERS

Title	ST	Amiga
3D Construction Kit	28.99	34.99
Armour Geddon	18.50	19.99
Chuck Rock	18.50	18.50
F19 Stealth Fighter	19.50	19.50
F19 Strike Eagle 2	25.50	25.50
Gods	18.50	18.50
Golden Axe	18.50	18.50
Hero's Quest	18.50	18.50
Hunter	N.A	21.50
Kick Off 2	13.50	13.50
Kick Off 2 (1Mb)	N.A	18.50
Lemmings	18.50	18.50
Life and Death	18.50	18.50
Man Utd Europe	18.50	18.50
Navy Seals	18.50	18.50
Powermonger	20.50	21.50
Proflight	N.A	31.50
R.B.12 Baseball	21.50	21.50
R Type 2	18.50	18.50
S.W.I.V.	18.50	18.50
Search for the King	N.A	18.50
Secret Money Island	18.50	18.50
Shadow Dancer	18.50	18.50
Skull and Crossbones	18.50	18.50
Speedball 2	17.50	18.50
Supercars 2	18.50	18.50
Swap	18.50	18.50
Switchblade 2	18.50	18.50
Toki Goes Wild	18.50	18.50
Total Recall	17.50	18.50
Turrican 2	17.50	18.50
War Zone	N.A	18.50
Wrath of the Demon	21.50	21.50

Please note: Some titles not released at press date despatched within 24hrs of release subject to availability.
N.A. = Not yet available

RUBY OFFERS

Title	ST	Amiga
Airborne Ranger	9.99	9.99
Atomic Robokid	7.99	7.99
Boulderdash Construction Kit	4.99	4.99
Brian Clough's Football	6.99	6.99
California Games	8.99	8.99
C.J.'s Elephant Antics	6.99	6.99
Colorado	4.99	4.99
Daily Double Horseracing	9.99	7.99
Deluxe Strip Poker	7.99	7.99
Defenders of the Crown	N.A	7.99
Football Manager II + Exp. Kit	9.99	9.99
Full Metal Planet	N.A	9.99
Gauntlet II	7.99	7.99
Gremlins 2	N.A	7.99
I.K.+	N.A	8.99
Indy Jones The Adventure	9.99	9.99
Lombard RAC rally	7.99	7.99
Loom	9.99	9.99
North and South	7.99	7.99
Operation wolf	7.99	7.99
Persian Gulf Inferno	N.A	7.99
Powerdrome	7.99	7.99
Quest for the Timebird	4.99	6.99
R. Type	7.99	7.99
R.V.F. Honda	N.A	9.99
Rocket Ranger	8.99	8.99
Sherman M4	7.99	7.99
Shinobi	7.99	7.99
Sim City	14.99	14.99
Spin Dizzy Worlds	7.99	7.99
Sword of Sodan	N.A	7.99
Tennis Cup	7.99	7.99
T.V. Sports Football	9.99	7.99
Lombard RAC Rally	7.99	7.99
Xenon 2	9.99	7.99
Zak McKracken	9.99	7.99

Lots more - phone us!

RUBY CLASSICS

Title	ST	Amiga
3D Pool	9.50	9.50
688 Attack Sub	N.A	18.50
B.A.T.	25.50	21.50
Battle Chess	17.50	18.50
Battle Command	18.50	18.50
Bridge Player 2150	20.50	21.50
Chaos Strikes Back	15.50	18.50
Chase H.Q.	14.50	18.50
Chase H.Q. 2	N.A	18.50
Duck Tales	N.A	18.50
Dungeon Master (1Mb)	N.A	18.50
Dungeon Master	15.50	N.A
Dungeon Master Editor	N.A	8.50
F16 Combat Pilot	17.50	18.50
F29 Retaliator	16.50	18.50
Flight Sim 2	N.A	25.50
Harpoon (1Mb)	N.A	21.50
Heroes of the Lance	17.50	18.50
Heroes Quest (Sierra)	27.50	N.A
Knights of the Crystalion	N.A	21.50
Lost Patrol	18.50	18.50
Lotus Turbo Challenge	18.50	18.50
M1 Tank Platoon	21.50	21.50
Mania Mansions	17.50	18.50
Mig 29	25.50	25.50
Nam	22.50	21.50
New Zealand Story	14.50	15.50
Operation Stealth	18.50	18.50
Pipemania	13.50	18.50
Pirates	17.50	18.50
Player Manager	12.50	13.50
Populous	17.50	18.50
Populous Promised Lands	8.50	8.50
Rainbow Island	15.50	18.50
ST Dragon	18.50	18.50
Shadow Warrior	18.50	18.50

Lots more - phone us!

!! ATTENTION !!

Buy an Amiga 500 for just £19.99!! Well, not quite but nearly. We will give away a brand new Amiga 500 to the person that is lucky enough to be our 1000th mail order customer. NOT JUST ONE but every time we reach that 1000th magic figure, that lucky person will be a winner.

EDUCATIONAL

Title	ST	Amiga
French Mistress	14.50	14.50
Fun School 2 (under 6)	14.50	14.50
Fun School 2 (6-8)	14.50	14.50
Fun School 2 (8+)	14.50	14.50
Fun School 3 (under 5)	17.50	17.50
Fun School 3 (5-7)	17.50	17.50
Fun School 3 (7+)	17.50	17.50
German Master	14.50	14.50
Italian Tujtor	14.50	14.50
Lets Spell at Home	15.50	15.50
Lets Spell at Shops	15.50	15.50
Lets Spell Out and About	15.50	15.50
Magic Maths (4-8)	17.50	17.50
Maths Mania (8-12)	17.50	17.50
My Paint	23.50	N.A

Lots more - phone us!

ACCESSORIES

Item	Price
40 lockable disk box	6.50
80 lockable disk box	8.50
Atari ST 4 player adaptor	8.50
Amiga 4 player adaptor	8.50
Amiga 500 dust cover	4.50
Pro 5000 black	11.50
Pro 5000 clear extra	13.50
Quickjoy Jetfighter	13.50
Quickjoy Topstar	20.50
Quickjoy Python	9.50
Quickjoy Python (Microswitch)	11.50
1000 labels on roll	11.99
1.2Mb upgrade Amiga/clock	30.50
50 3.5" bulk disks	17.50
100 3.5" bulk disks	30.50
500 3.5" bulk disks	146.00
Naksha Mouse + Op. Stealth	24.50
Speedking/Autofire	10.50

UTILITIES

Title	ST	Amiga
A.M.A.S.	N.A	79.95
A.M.O.S.	N.A	32.99
A.M.O.S. 3D	N.A	24.99
A.M.O.S. Compiler	N.A	21.50
Deluxe Paint 2	45.50	N.A
Deluxe Paint 3	N.A	60.50
Deluxe Paint 4	N.A	N.A
Deluxe Print 2	N.A	35.50
Digi Paint 3	N.A	60.50
Digicalc	28.50	28.50
S.T.O.S.	21.50	N.A
S.T.O.S. Compiler	17.50	N.A
S.T.O.S. Maestro	17.50	N.A
S.T.O.S. Maestro Plus	53.50	N.A
Wordsworth	N.A	99.99

COMPILATIONS

Title	ST	Amiga
Wheels of Fire	10.50	10.50
Virtual Reality Volume 1	21.50	25.50
Computer Hits 2	8.50	8.50
Heroes	10.50	10.50
Hollywood Collection	21.50	19.50
Powerpack	15.50	15.50
3D Virtual Worlds	22.50	21.50
Challengers	20.50	N.A
Soccer Mania	10.50	10.50
Mind Games	15.50	15.50
World Cup Compilation	8.50	8.50
Triad 3	15.50	N.A
Test Drive 2 Collection	N.A	21.50
Grandstand	22.50	N.A
Supreme Challenge Flight Command	13.50	13.50

Rubysoft

(Dept AF), 3 Crefeld Close, London, W6 8EL.
No callers - mail order only

All titles/all formats available on request

ORDERS
Tel: 071 381 5830
Fax 071 610 1703

Orders under £5 add 75p p&p per item. For first class add 75p p&p per item U.K. only. EEC countries add £2.00 per item. Non EEC countries add £3.00 per item. Express air mail add £4.00 per item. All items subject to availability. All prices subject to change without notice. E. & O.E. Please note: mail order companies may take up to 28 days to deliver goods from receipt of order. **Cheques or Postal Orders only.** Please allow for cheque clearance.

displaying the same screen for long periods of time (ray tracers take note).

8) I doubt if you would get much change out of £1,000, and that's just for the monitor – you would need a flicker fixer too. Monitors are usually classed as video equipment rather than computer peripherals. Video equipment is outrageously overpriced and gets more expensive, while computer hardware gets cheaper all the time (bearing inflation in mind).

There are, however, alternatives. The Philips CM8833/Commodore 1084 are two variants of the same basic monitor tube. They display non-interlace images very well, with much better clarity than a TV set. They also have a mono headphone socket, one speaker and cost about £230 or so.

You might think about buying a decent TV/monitor. These cost about the same price, but have bigger, slightly more blurred screens – but they are perfectly acceptable unless you're trying to "dot an i". They can receive TV pictures as well as having inputs for computer systems. Try and look for one which has a Scart connector, then get an Amiga to Scart cable and then of course you're there.

Keep an eye out for a complete feature on monitors in the next few months.

DEMO DON'T WORK

I've got a problem with the demo of *Deluxe Paint IV* on Coverdisk 26. It always crashes when my A590 hard drive is plugged in, but it works fine without it. It's probably doing no good at all to my hard drive, as I have to unplug it and run Workbench from floppy to use the demo.

I've tried skipping the hard drive startup-sequence (which starts a number of multitasking utility programs) but it still crashes. Is there something I can do about this annoying problem or is it a simple case on incompatibility? The program itself is brilliant – as soon as I have the money I'll be upgrading from *DPaint II*.

GREG KING, SOUTH DEVON



Although popular, the A590 hard drive does have some very odd quirks.

Unfortunately the *Deluxe Paint IV* demo does not work with the A590. Strangely enough, it also doesn't work with Workbench 1.3.2. People who have the latter should really try and obtain a copy of Workbench 1.3 from a friend or a computer shop (the latter are generally very sympathetic to requests like this). Sorry to all of those concerned.

The following fix is a reprint of a tip from *AF*18, to cure some of the problems associated with the A590. I can't promise that it will let the *DPaint IV* demo work, but it's a good idea to carry out the operation anyway (fix courtesy of Electronic Arts/Adrian Streeter). All clicks are with the left mouse button:

1) Make a copy of the Setup/Install disk which came with the A590.

2) Switch everything off for at least 30 seconds before continuing.

3) Insert the Setup/Install disk into the Amiga, and then turn on. The computer (with the A590 attached) will start from the floppy.

4) When the disk icon appears, double click on it and again on the HDToolBox program.

5) On the initial screen of HDToolBox click once on the Partition Drive option.

6) At the Partitioning screen, click on the Advanced Options box. Some additional boxes will appear.

7) Select the Add/Update file system option.

8) Now click on the Update File System, press the Return key and select OK.

9) Click on OK on all the screens until you get to the beginning screen.

10) Select 'Save Changes to Drive'. Once the changes have been saved onto your hard drive, you can then exit the program.

AUTOPILOT OVERRIDE

I have just bought a Voltmace Delta 3A analogue joystick, to use with flight simulations like *F15 Strike Eagle II*. It works well except for one thing: if you move the joystick when the autopilot is on, the autopilot turns itself off.

I have to hold the joystick perfectly central, which is very difficult to do and defeats the point of having an autopilot. Is there anyway of fixing some sort of disable switch on the joystick to turn it off and solve the problem? I regret I haven't got any diagrams of the pinouts or what's inside the joystick as I don't want to take it to bits until I'm sure something can be done about the problem.

P CHESHIRE, HERRINGTHORPE

I had a similar problem a few years ago, and without resorting to a soldering iron, the easiest solution is to use a couple of elastic bands. Wrapped around the joystick, they force the stick to autocentre when you let go of it. Happy flying.

TALKIES PLEASE

I have succeeded in creating a slideshow using the *Slideshow Construction Set*. It's a set of my own pictures created with *DPaint II*. I was wondering if it's possible for me to include some music which plays at the same time as the pictures are displaying. I know it's possible, but I don't know anything about programming.

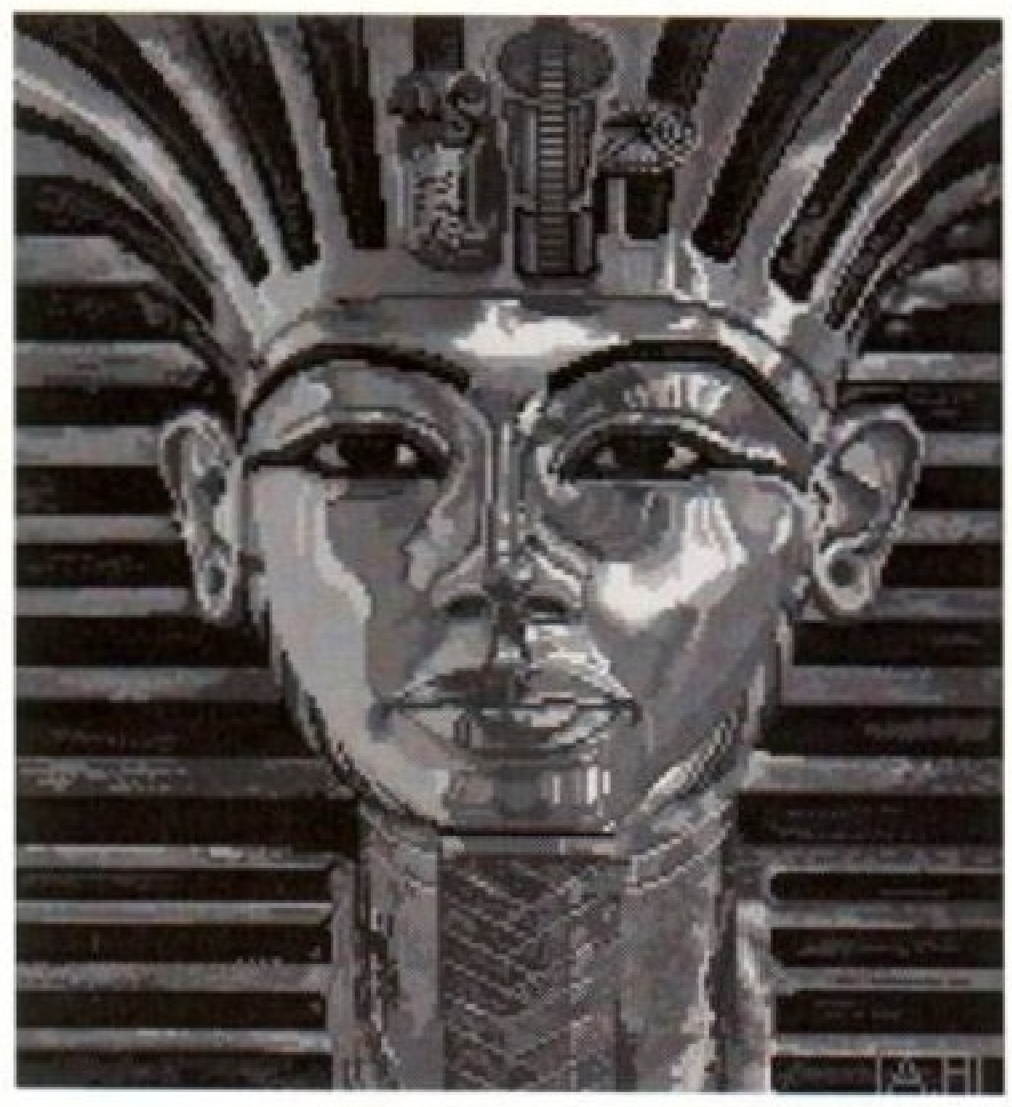
If I do, would it be against the law or breaking "computer ethics" for me to take a soundtrack off one of the many Public Domain music demos that I own, even if I credited the musician who composed the sound track.

The reason I ask is that some PD disks have copyright messages, the Radio Poland music disk being one example. Surely this is a lie or against the whole idea of PD.

I'm not going to call myself Harold the Berserker or something like that as I reckon that people who do that are usually called Dick Ramsbottom or something similar.

EDWARD GARROD, BISHOPS STORTFORD

I'm not too sure about the operation of the SCS, but so long as it multitasks (lets other programs run simultaneously) then there's a lot of PD music programs which you can write tunes on – like NoiseTracker on last month's disk. Then you need a player program to



Still using *DPaint II* for your artistic creations? Electronic Arts will supply an upgrade to *DPaint III* or *IV* for a very reasonable price. EA 0753 549442

play the music as a background task while your pictures are displaying.

The only PD music program I am aware of which lets you compose tunes from sound samples and includes a separate player program is MED. Unfortunately, most of the music used in PD demos is composed with NoiseTracker (or SoundTracker or ProTracker or...).

However, there is another PD program called Module Processor (ModPro for short) which lets you load in sound modules from many different programs, and creates stand alone programs which play when you click on them.

As for PD programs being copyrighted: you are wrong. A Public Domain disk can be freely copied and given away, but if you start ripping music or graphics from copyrighted disks and pass them off as your own, expect some hassle.

BUSINESSMAN WRITES

£50

I am a practising accountant and in my office we use Amstrad equipment because we can get cheap, sophisticated and reliable software very easily.

In the near future, though, we plan to upgrade to a networking system. My son and my cousin are Amiga fanatics and have persuaded me that Amiga equipment would be superior to anything we could afford in the PC range, but the problem is the necessary software.

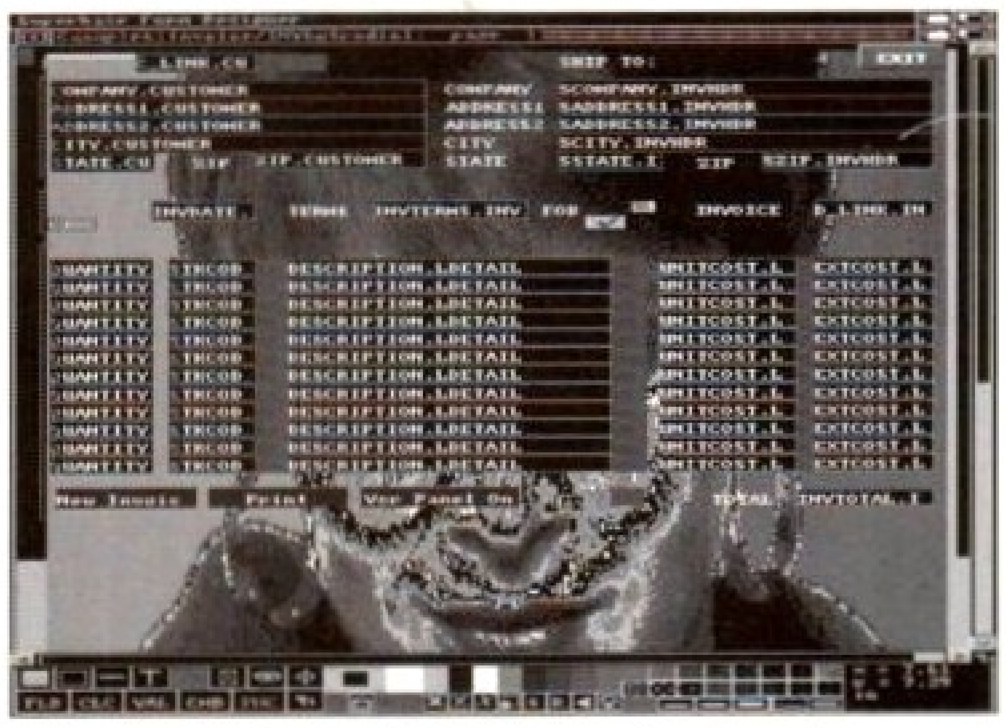
There are plenty of word processors and spreadsheets, and (hopefully) databases to integrate with them. However, there doesn't appear to be much of a choice regarding accounting packages and I have seen no mention of a payroll package at all.

Because we are in business and have to give our clients a speedy and reliable service, any software we use has to be very reliable, comprehensive and easy to learn. We are not computer experts!

Is it possible to run a professional office on available Amiga software, or am I simply barking up the wrong tree?

BRIAN JACKSON, BARNET

Congratulations, in that one letter you just about summed up the entire "Amiga in business" concept. Your son and cousin are quite correct when they say



SuperBase Professional V4 **is extremely expensive, very powerful and difficult to get to grips with at first.**

that the Amiga is a superior machine, but you're not interested in speed or performance – you just want a box to help run your office.

You are also correct when you say business applications on the Amiga are limited compared to the IBM PC. However, there is one outstanding piece of software that can be used to run a business –any business.

That product is *Superbase Professional 4* from Precision (081-330 7166) reviewed AF23. It hides under the guise of a database, but in reality it's a programming language with lots of extras bolted on for serious business use. Unfortunately, it has only been available for a few months, and as it costs £350 few people are curious enough to see what it can do.

This situation will probably change over time. *SuperPro 4* is capable of running a medium-sized company (several hundred employees) if used on a network – yes, it's network compatible. But it will take time for programmers to learn how to use it properly, to create the applications for business use.

In the meantime, things look bleak on the Amiga business front. There are not enough Amiga programmers looking beyond the fancy graphics and sound – why should business software be boring? Why can't they rid themselves of the blitter fixation? Quite simply, because not enough programmers see the potential of the Amiga in business.

So no, it's not really possible unless you're willing to learn how to use *SuperPro 4* or hire someone who does. As Amiga system managers are about as common as hen's teeth, I see little prospect for the Amiga in business until Commodore stop selling PCs and concentrate their attentions on getting programmers to write business software. Or some enterprising young whiz kids start writing off their own bats.

TECHNICALLY SPEAKING

I am thinking of buying an Action Replay II. Does it work as I really only want it to back-up my protected disks, because I hate it when an original game goes down. You may say this is piracy (Copyright Law 1988), but I think a genuine back-up copy for myself is totally legitimate.

I mean, technically speaking you are not allowed to record television programs, radio or music to tape, but it's virtually impossible for the law to be enforced on the majority of the population.

Please could you also tell me if there are any courses for the Amiga in any colleges or institutes for programming and AmigaDOS because I keep drawing a blank.

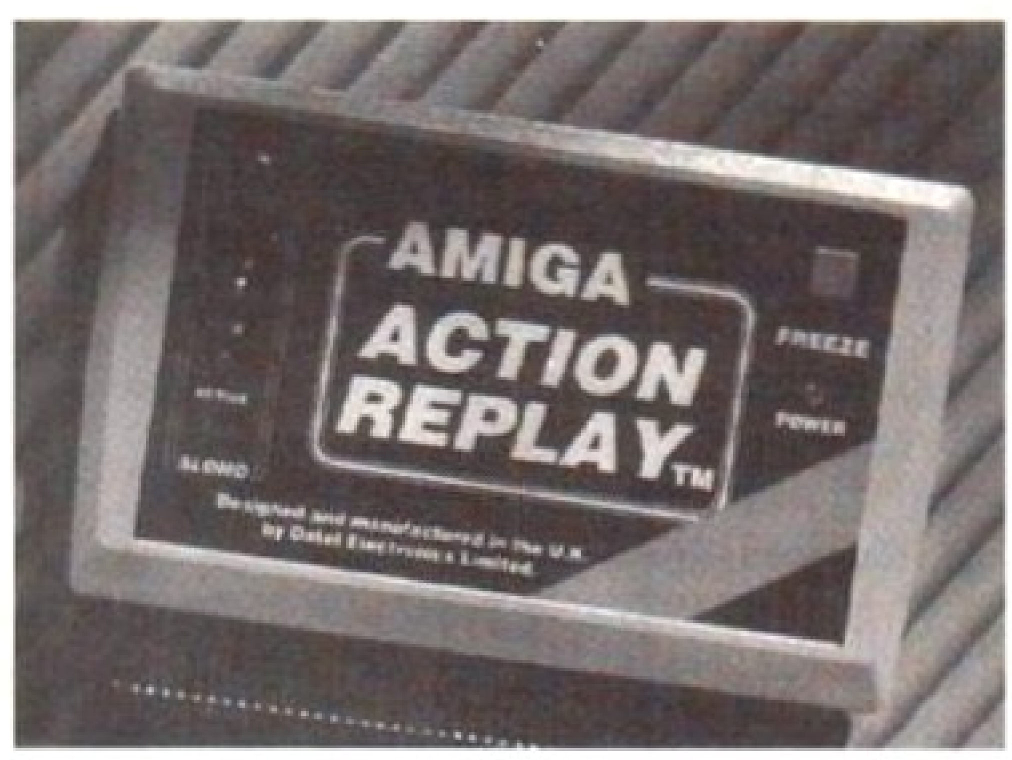
JOHN BARFIELD, NOTTINGHAM

Unfortunately, as a back-up device the Action Replay II is not very good. The reason is that many games are split up into different sections on a disk. The cartridge can only save what is in the computer's memory to disk, so the other bits on the games disk are not saved.

However, either Synchro Express III (£35, Datel 0782 744707) or XCopy Professional (£39.99, Siren 061-724 7572) will serve your purpose. I've only encountered Synchro Express, but it's extremely good at making a back-up. However, you need an external disk drive to use either of them to best effect.

Making a back-up of your own software for yourself is not illegal. If a product is used to back-up computer software as part of a business then it is illegal. Your TV/Radio analogy is incorrect – you are not making a back-up copy of a TV program you already own, you are recording live broadcasts, a totally different area entirely.

I am unaware of any educational establishment anywhere offering courses on how to use the Amiga. However, as you live in a big city with a university adn polytechnic, I suggest you advertise locally for lessons. Come to think of it, students always need the cash – why don't they earn something for themselves and teach others rather than writing demos slagging off new owners as lamers?.



Although extremely useful for looking at programs while they're working, the Action Replay II is not very good at backing-up software.

ARCADE OPENER

I would like to enquire about your reply to John Smith in AF26 where you referred to a 40MB RAM, 24-bit graphics Amiga with a 68040 processor. How is that possible? Would the Amiga be able to recognise it?

Secondly, I'm considering setting up an arcade shop, but when I found out the prices I found them extortionate. Would it be possible to set up an Amiga in a suitable cabinet? If so, would I be able to use commercial games or would this be illegal?

ALAN DAY, CASTLE DOUGLAS

Yes, it is possible. Power Computing lent me a prototype 68040 accelerator for the A2000/A1500. Produced by RCS of Canada, it uses a beta test 68040 and can take up to 32 Mb of RAM – in addition to the maximum 9Mb of a standard Amiga.

24-bit cards like the Harlequin or VB2001 have been available for some time. The 68040 chip is not yet in full production. Best two days I've ever had on a computer – before the 68040 overheated and died.

Believe it or not, there was a project to put an Amiga inside an arcade cabinet. About five games were available (sorry to be vague but it was a few years ago). No software houses were really interested, mainly because the best computer games are not really arcade games. Imagine spending £25 on a game which kills you after 30 seconds.

Having checked out local arcade machine prices, expect to pay between £50 and £10,000 for an arcade machine, depending on how old it is and the condition. However, some operators do rent machines, which is cheaper in the short term.

SCREEN SHRINK

I got my A500 last Christmas and since then I noticed that my Amiga occasionally starts up with a smaller screen than normal (starts at the top and finishes about two thirds of the way down). You can't move the mouse pointer down to the bottom, or stretch a screen or a window down either. I cure the problem by flipping the power switch a couple of times and it works fine.

STUART WIGLEY, WINDSOR

All that's happening is that your Amiga doesn't recognise that it's PAL (European) rather than NTSC (American/Japanese). NTSC systems have a smaller screen display, 200 pixels vertically rather than 256. It's not a major problem, but rather than trying to wreck your power supply might I suggest you leave it off for 30 seconds.

STUDENT WRITES

After reading a few issues of *AF* I'm convinced that the Amiga is better than the Atari. However, before I splash out my hard-earned savings on an A1500 there's a couple of questions I'd like answered:

1) What is the difference between the AT Bridgeboard (£675) and the AT ONCE (£199)?

2) Where can I get a 1Mb Fast RAM upgrade? What exactly is it and how does it fit and work?

3) Do I need a controller card for a hard-disk system?

Hope you can answer these questions, because I plan to be fairly competent with my system next year (using it mostly as a PC, but with the Amiga parts as well).

CT CHOW, ABERDEEN

1) The AT Bridgeboard is a highly compatible AT PC emulator for use with an A1500 or A2000. It uses a highly ingenious program called *Janus* to get both computer systems working simultaneously – you literally have a PC screen in a corner of your Workbench screen, which you can shrink or expand at will. You can also plug in AT peripherals to such an Amiga with a Bridgeboard.

The ATOnce is a similar concept, but rather than being on a card for the A1500/A2000, it plugs into the processor socket on any Amiga (you need an adaptor for anything other than an A500). The ATOnce multitasks with AmigaDOS, meaning that you have a PC on a different screen behind Workbench.

Although the ATOnce is much cheaper than a Bridgeboard, it's not as PC compatible or fast. It also needs a porky, expanded Amiga to get the best out of it – it uses standard Amiga memory, which means sharing it with the PC. Although it's good, on an A1500, I'd go for the Bridgeboard every time.

2) FastRAM (memory) expansions for the A1500 are available from many different sources. All they do is add memory to the machine, allowing more programs to multitask (run at the same time) and also memory intensive programs like HyperBook or VistaPro to work at all. Look out for cards from ICD, Supra, GVP and others. Many hard disk cards allow you to fit extra memory onto them. Expect to pay around £230-£250 for just a memory card with 1Mb of memory fitted. Usually you can expand up to 8Mb on such cards.

3) Yes.

AMIGA FORMAT BACK ISSUES

Please use the subscription order form below. Prices per issue include cover disk, packing and postage. UK – £4.00 (issues 18, 23 and 24 £5) Europe – £5.35 Rest of World – £7.65 . Sorry issues 1 – 12 are sold out. See panel for issue 18, 23 and 24, which all came with complete games. What an amazing offer!



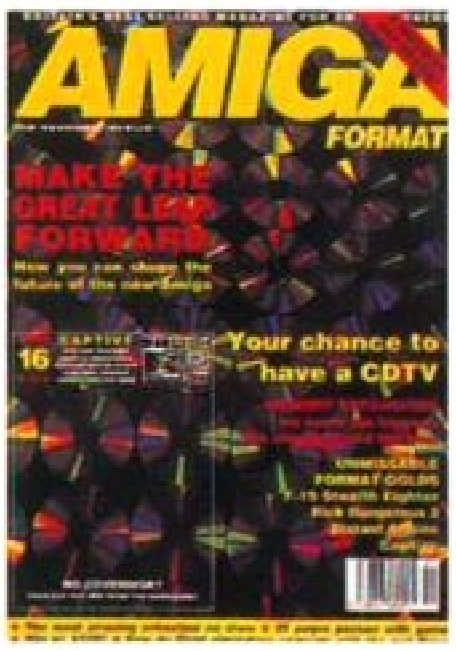
13 The glamorous story of how movies become games, plus programming, AMOS in full and ProDraw 2. Bitmaps Brothers' *Cadaver* on the Coverdisk.



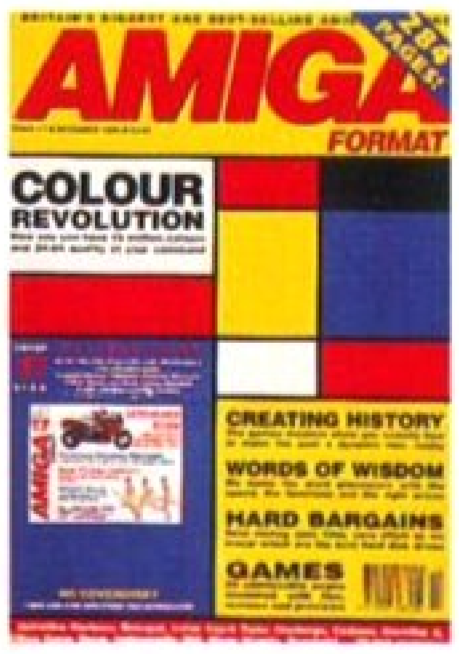
14 Public Domain special issue: what it is, and how to make the most of free software. Plus *Yolanda* demo and a complete PD game on disk.



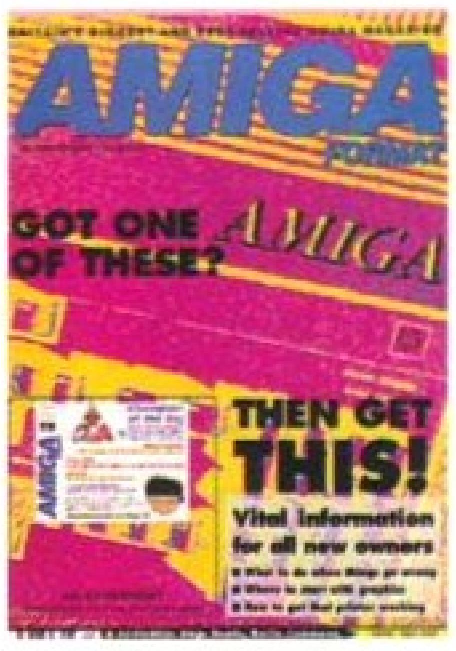
15 *Flipit and Magnose* makes a brilliant playable demo from Imageworks. How to protect yourself from viruses. Amigas and professional music studios.



16 Huge feature on the CDTV, the future of home entertainment. Four Format Gold games including Rick Dangerous 2 – and *Captive* is on the disk.



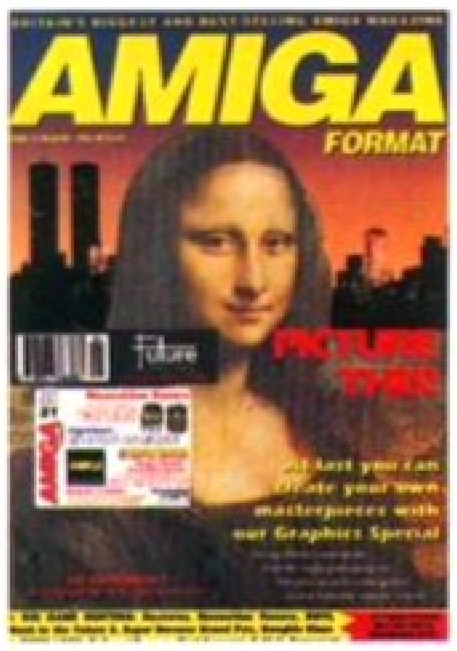
17 24-bit graphics put 16 million colours at your command. Guides to word processors and hard disks plus *Indy 500* and *Killing Game Show*.



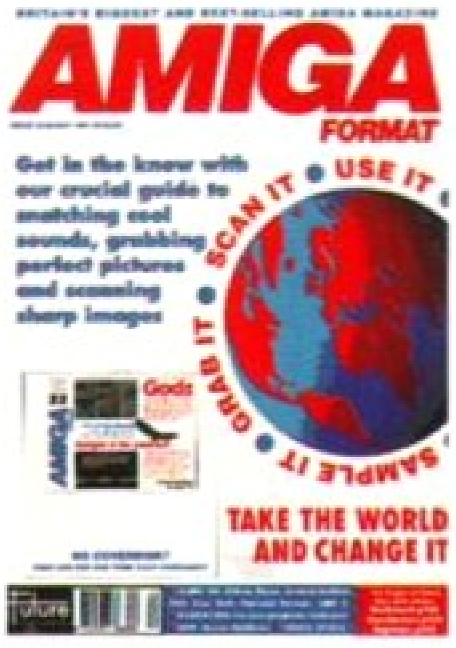
19 If you're buying a new Amiga, new software or new hardware our 'Know your Rights' feature helps you avoid the pitfalls. Adventure ambitions with *Champion of the Raj* in demo.



20 Get the answers to all your software problems with AF's complete guide to creative and serious software. Puzzle game *The Power* on disk, plus big news DTP and animation reviews.



21 If you've ever wanted to get into graphics, this issue is the place to start. Details of all the best packages, plus Amiga artists and their tips. Big disk demos *Moonshine Racers* and *Hyperbook*.



22 Sample it, scan it, grab it: take the world and change it! A spectacular complete guide to taking sounds and images from the outside world. PLUS the Bitmap Brothers' *Gods* on disk.



25 Discover the secrets and the techniques behind DTP, from making a fanzine to creating a full-colour glossy magazine.Play the amazing *Mega-lo-mania* on a very packed Coverdisk!

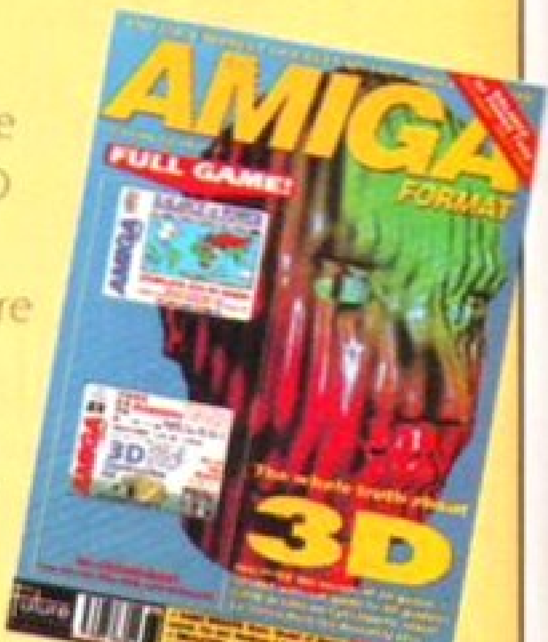


26 EXCLUSIVE review: the biggest non-games software release of the year, *Deluxe Paint IV*, the top paint package now has 4096 colours in HAM mode. Read the review, use the complete demo on the Coverdisk to create your own pictures.
PLUS a playable demo of the amazing *Magic Pockets*, latest top-notch release from the Bitmaps: and we give away the secrets of how music is created for games.

Amiga Format issues with complete games!



18 300 page Christmas special! Games of the year revealed; Top coders make their predictions for games of the future; All the big Xmas games reviewed. Plus! Two disks! Interphase – the complete game! Total Recall – playable demo! Lemmings – playable demo! And more! £5.00



23 236 page giant! 3D special: How 3D games are created – The Assembly Line tell all; massive guide to 3D graphics, and more! Plus! Two disks! Balance Of Power – the complete game! Atomino – playable demo! 3D Construction Kit – useable demo! And more! £5.00



24 220 pages! CDTV special – is this the future of home entertainment?; Graphics special report, and more! Plus! Two disks! Archipelagos – the complete game! Vaxine – the complete game! And more! £5.00



NOT FORGETTING...

AMIGA POWER BACK ISSUES WITH COMPLETE GAMES!

1 Who do Renegade think they are?; Work In Progress: *Birds Of Prey*; The game I wish I'd written – veteran coders speak; *Rainbow Islands* Players Guide; over 40 new games reviewed, including *Exile, Gods, Cybercon III, Eye Of The Beholder, Railroad Tycoon...*
Plus! On the disk: ***Bombuzal*** – the complete game!

2 *Creation, 'Bob', Populous II* – Bullfrog interviewed; 20 Amiga classics for £10.99 or less; Eric Matthews; *Rainbow Islands* continued; over 40 new games reviewed, including *Monkey Island, Switchblade II, Hero Quest, Wonderland...* **Plus!** On the disk: ***Kid Gloves*** – the complete game!

Subscribers Club

You not only receive an excellent gift when you subscribe – you can also take advantage of our exclusive subscriber offers! An extra bonus or what? Just take a look!
This month's special offer to subscribers is...

AH-73M THUNDERHAWK

Subs Club Price £20.99
Save £10 on the RRP £30.99

Fly a Thunderhawk chopper in the very latest 3D flight sim to hit the Amiga. Programmed by Core Design, this is a game with the emphasis on combat action rather than bogging you down in the tiny dull details. It's easy to play, controlled mainly from the mouse with very few keyboard commands needed to keep you airborne. The excellent 3D graphics will keep you locked into the on-screen action. With its careful blend of realism and playability, this is one for the action fans and the flight sim freaks too!

SAVE £10



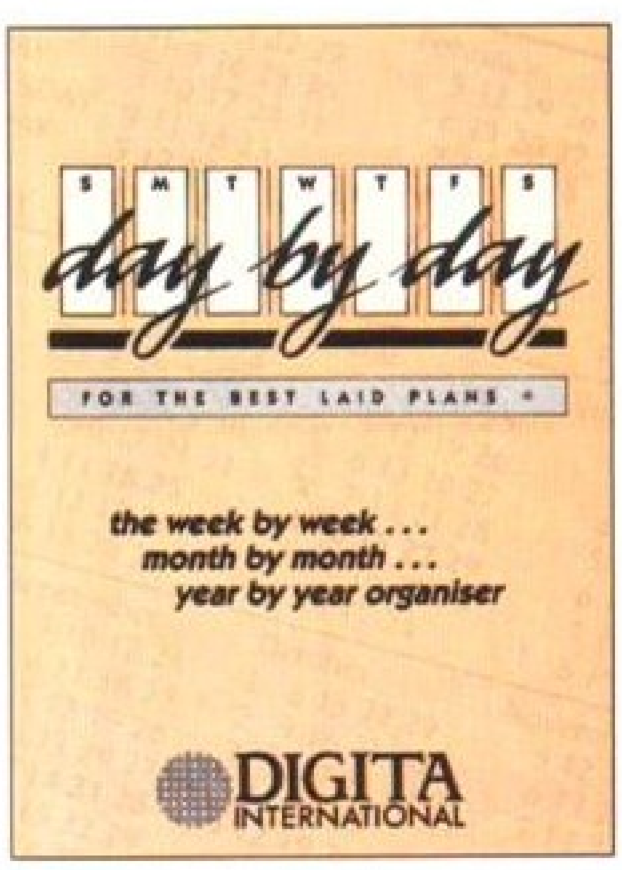
Receive one of these superb gifts when you subscribe to Amiga Format



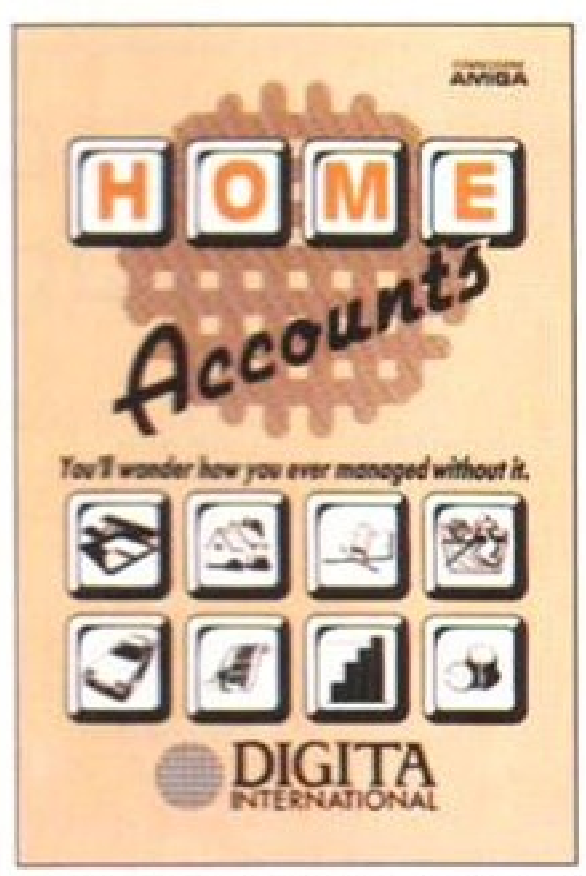
GODS An amazing eight-way-scrolling platform and puzzle game from the Bitmap Brothers and the first release on the hit-packed Renegade label – featuring intelligent aliens, difficulty levels that respond to how well you're doing and awesome graphics.



MAGIC POCKETS You've played the demo on the Coverdisk of this very issue: now get the Bitmap Brothers' latest hit game as a gift! It's a fun-filled romp through a platform land, seeking out toys to stuff into your amazing expanding pockets. Get the game that millions saw on TV's Motormouth!



DAY BY DAY Comprehensive life-organiser for hobbyists, home users, buisness users and educationalists alike. A superb utility from DIGITA International.



HOME ACCOUNTS This home accounting package will help you plan and keep track of all your finances, you'll wonder how you ever managed without it.

Just look at all the benefits you gain when you subscribe

- You save time
- You save trouble
- You guarantee your copy
- You get it delivered
- You receive one of these superb software packages – as a gift!
- You get first crack at all special offers – normally at exclusive prices

All this for only £39.95 for 12 issues!

SIMPLY COMPLETE THE COUPON BELOW AND RETURN IT TO US ASAP. CAN'T WAIT? THEN PHONE OUR CREDIT CARD HOTLINE ON 0458 74011 FOR A FAST AND FRIENDLY SERVICE.

YES! Please enter/renew my subscription to AMIGA FORMAT and send me the software of my choice...

Please note gift software only applies to 12 issue subscriptions. If you take the 6 issue option you are not entitled to a gift.

tick as appropriate ☐ **GODS** ☐ **MAGIC POCKETS** ☐ **HOME ACCOUNTS** ☐ **DAY BY DAY**

☐ UK £39.95 ☐ EUROPE £69.20 ☐ REST OF WORLD £96.45 ☐ UK / 6 ISSUES £19.95

N.B. To ensure you receive your magazine and disk quickly and undamaged, all overseas subscriptions are sent Air Mail

PLEASE ALSO SEND ME

AMIGA FORMAT BACK ISSUES – £4 EACH (ISSUES 18, 23 AND 24) *please circle* 13 14 15 16 17 18 19 20 21 22 23 24 25 26

AMIGA POWER BACK ISSUES – £5 EACH *tick issues required* ☐ 1 ☐ 2

SUBS CLUB OFFER – *THUNDERHAWK* – £20.99 ☐ *Existing subscribers please quote your reference number from your address label* ____

TOTAL COST £ ____ *please remember to include all items that you have ticked adove*

METHOD OF PAYMENT *please indicate*

☐ VISA/ACCESS *card no* ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ *Exps* ☐☐☐☐ ☐ CHEQUE *make payable to Future Publishing Ltd*

NAME ____ TELEPHONE NO ____

ADDRESS ____

____ POST CODE ____

Enclose this coupon (together with your cheque if applicable) in an envelope to: Amiga Format Subscriptions, FREEPOST, Somerton TA11 7BR.

This coupon is valid until 31st October 1991 AF/MAG/1091

Answerfile

Questions of a general nature need very specific answers. Get your dose today from **PAT McDONALD.**

Q I am interested in learning machine code for my A500 (not Basic or C). However, I do not know where to start – what books or programs shoul I buy. I would be more than grateful for a signpost or two.

A A good place to start would be the Amiga Coder's Club (ACC). They release a monthly disk through Amiganuts (0703 785680) which has quite a few articles and hints, as well as enabling you to communicate with other people in the same boat. You'll need a fairly good Amiga. An extra disk drive and 1Mb of RAM are the minimum requirements for this sort of work.

What you need to start writing machine code is an assembler program (for taking source files and producing machine code programs) and a good book. A suitable assembler would either be Devpac 2 from HiSoft or Argasm from Argonaut, although the Public Domain A68K or AMOS Assembler would be all right for starting off with. The book I'd recommend you getting first is Amiga Machine Language by Abacus. The best source for Abacus' books in the UK is Computer Bookshops (021-708 1188).

Be warned that this is not the only book you could get, not by a long chalk. The official manuals are the ROM Kernal Guide and the Hardware Guide. They are well worth getting, as is the Intuition guide if you want to write AmigaDOS (Workbench utility) type programs. These volumes are not so easy to track down, as they tend to be in demand.

If you want to get into writing computer games, may I suggest The Commercial Games Programmers Guide by David Gibbon. Although badly produced, thin and a bit general, it does list a number of pitfalls to avoid and preferred methods for programming. It also costs only £7.95 at present, although this will go up to £14.95 very shortly. You can get it from Software Developments (091-373 1536).

Q Is there a piece of hardware that lets you link your Amiga to a HiFi system? I'm getting fed-up with the duff quality produced on my stereo. Are there any good MC Hammer or KLF demos in the Public Domain?

A Yes, they're called cables. The Amiga has two phone outputs – one left, one right to give stereo sound. Look for the connector on your HiFi marked AUX or INPUT – there should be two very similar phono sockets, although older models sometimes have DIN plugs.

This is a very good idea, as the small speakers in a TV or monitor do not do justice to the Amiga's sound. Consult your local HiFi shop who should be able to supply you with a suitable cable once they know what connectors go at either end.

There is a very good MC Hammer music demo, basically a "Can't Touch This" remix. Did you know the bass riff on that single was also used in an Amiga game called *Zoom* three years ago? Goodness knows where it came from originally.

Q I've heard a lot about genlocks, but I'm still not totally positive as to what they do. Can you explain them in plain English? Also, what's this video toaster gadget my mate keeps rambling on about?

A There are really two definitions of genlocks, but I'll stick to genlocks on the Amiga. It's a piece of hardware that connects in between your computer and monitor (some of them will fit internally on the A1500/A2000 machines). They allow you to overlay the graphics from your computer over a video image.



On a genlock are two connectors. You feed a video signal (from the Video Out connector on a video recorder or camera) into the box. You put a lead into the other connector and link it up to another video recorder.

Now, when you turn everything on, all graphics that appear on your Amiga can be put on top of the video picture, and recorded on the second video recorder. The background video picture will show through areas of the computer that use palette number zero – the first colour of the Amiga.

Please note that genlocks vary tremendously in their performance (according to price) and some of them let you make colours other than zero transparent, but that's a rough idea of what they are.

As for the Video Toaster, that's an extremely good video expansion – in a nutshell it turns an A1500/A2000 into a small video workstation, capable of overlaying multiple video signals and real time effects (for instance spinning a picture off the screen into the distance). Unfortunately, the manufacturers (Newtek Inc) poured so much money into the American version that it will probably be another year or so before a PAL (European) Video Toaster that's usable will be available. I am pleased to say that the NTSC version has gone down a storm, so the PAL version almost certainly will appear – personally I'm eager to see it.

Q As a video professional, I have yet to find a ray-tracer program that's fast enough to be usable in my business (I produce video logos and graphics for television advertising). Could you tell me whether there is a way to scan in objects in 3D to the machine without drawing it all by hand? I would be grateful for any help.

A There is no commercially available package to do this, but after some thought it's theoretically possible. It does however involve quite a bit of extra hardware and specialist 3D programming (it's a bit like ray tracing but in reverse). For those who fancy a challenge, here goes:

You have a robotic arm linked to your Amiga through the serial port and controlled by the computer – nothing outrageously special about this really. In the arm's hand you mount a black and white video camera, linked to the Amiga via a digitizer. You need a fairly flexible arm, because the camera might have to look around odd corners or see under overhangs.

Program the robot arm to move the camera around the object, and take a series of black and white images. Supposing that the object is illuminated well and is sitting on a black background, the computer could work out what the object looks like in 3D from the shades of light and dark, if it knows the position and angle of the light source. Then it would write that information into a file suitable for a ray tracer.

Although this approach would be quite cheap, it would be slow and inaccurate. You would probably need to tidy up the 3D object in the computer afterwards with ray tracing software. However, it would certainly remove a lot of the leg work involved with ray tracers, as standard digitizers and flatbed scanners are useless for 3D work.

A slightly different approach currently being used in Virtual Reality research is to put the object on a turntable and spin it slowly. A laser beam bounces off the object, and by measuring the return time the depth of all surfaces can be worked out and the overall shape calculated. Despite being more expensive, it's very accurate and takes less computer power, because the mathematics are less complicated.

Q Having used Workbench on an Amiga with a single floppy disk drive, I'm now looking for a second drive (I can't afford a hard disk). I have heard of a double floppy unit - where can I buy one from and is it any good?

A The product you are talking about is the Power Computing twin disk unit. It's actually the best sort of floppy expansion that you can buy. For one thing, it has its own power socket that goes straight into the wall (giving more power for other expansions).

Another advantage is that it's cheaper than buying two external drives seperately. Housed in one box, it gives you more storage potential and less disk swaps.

The only slight downturn is that each floppy disk unit uses around 30K of memory, which is not a problem except on 512K machines. Apart from that proviso, I wholeheartedly recommend them, if only because of the enormous amount of stress you get when using just one floppy drive. The device costs £110. Power Computing 0234 843388.

Q I am often tempted to splash out on a printer, but am wary of the problems associated with them (you do seem to get lots of people asking for help with them). Why are they so tricky to deal with?

They're not really, considering just what is in even an average printer. Put simply, printers are really computers (honest guv). They've got microprocessors, their own memory (both RAM and ROM) and like full blown computers are quite intricate devices.

Wiring two computers together to share both text and graphics is not an easy job. Printers are custom designed to take information and print it out in a recognizable form, but the truth is that printers are just as variable as computers – they really are all different.

While the simpler aspects of computers were worked out long ago (text and numbers) computer graphics have advanced faster than standards can be established. Unfortunately this leads to confusion and the dreaded incompatibility problems.

Now, in order to try and make the Amiga compatible with as many printers as possible, the driver system was invented. In principle it's simple enough - choose your printer (or a model that's comatible) from a list onscreen and all programs work with that printer.

Unfortunately, getting a printer driver that gets the most out of a particular model of printer is not easy. Most printer drivers have a do-so-much-and-no-more-attitude. Similarly, actually copying printer devices from one floppy disk to another is a task beyond many people at first, because for that sort of job you need to use Shell. Shell means using the keyboard to type commands, and most people hate keyboards.

A sad situation. I shall be exploring the possibility of putting some printer utilities on future Coverdisks, to help solve some of the more common problems. But you're absolutely right - it's a minefield area for the unwary and very traumatic for the uninititated, which is just not good enough for the Nineties.

Q I've had a hard drive for about two years now, and after constant usage I'm beginning to get the "Error Validating Disk" message. Do all hard drives have such a short life span? Do I need a new one?

A No, you don't need a new hard disk. Hard disks find bad sectors (bits of the disk that have become unusable) and repair them without you being aware of it. However, they store just where all these bad sectors are right at the front of the first disk.

The best solution is to first backup your hard drive totally, do a low level format (blank it completely) and also do a bad block remap. When you repartition the disk, do not use the first few tracks (typically track 1 or 2). Set the start track to about 10 or 20, to give the hard drive more room in which to store the locations of bad blocks. Then put all the information back onto the disk from your backup floppies.



All hard drives (including the excellent GVP Series 2) need some space to record and fix their own errors.

Please note that this isn't true for all makes of hard disks (not hard drives - I mean the units that actually store the data and spin around). Typically, the Quantum and Maxtor types are so very, very clever that they literally repair themselves as they are going along. I'm not absolutely sure how long such a drive keeps going, but it seems to me that you would have few if any problems for the first five years or so of operation. Exactly how long a hard drive can store data for is a moot question. The magnetic coating of them is naturally susceptable to hard knocks, heat and stray magnetic fields (although the metal case helps a little bit with the latter problem).

Typically, anyone who uses a hard drive for some time finds that backups are necessary - you only make this mistake once, as losing 40MB (or more) of your work can be ultra depressing. I know, because the first time I used for a few weeks I didn't bother backing it up regularly - until a virus got in there and wrecked all my efforts. Setting up a hard drive is bad enough, but losing programs and your work can be job threatening.

Those of you interested in hard drives, there usage and choosing will be happy to know that next month a special Testbench feature has been pencilled in. There has been a tremendous upsurge of interest in this peripheral area, and I'll be happy to explode some myths and set the record straight once and for all next month. Once that's out of the way perhaps we can feature some different subjects, but I know that a lot of you are interested.

Q On the spur of a moment I bought a modem second-hand (without a manual). Having never had one before I haven't a clue how to use it or how to even plug it in to my Amiga. Help.

A Modems usually come in two basic varieties – Hayes compatible and manual (although there are a few other rare types). Hayes compatible modems are smart, in that they can dial numbers and automatically answer the telephone if you are running your own online service (bulletin board that other people dial with their modems).

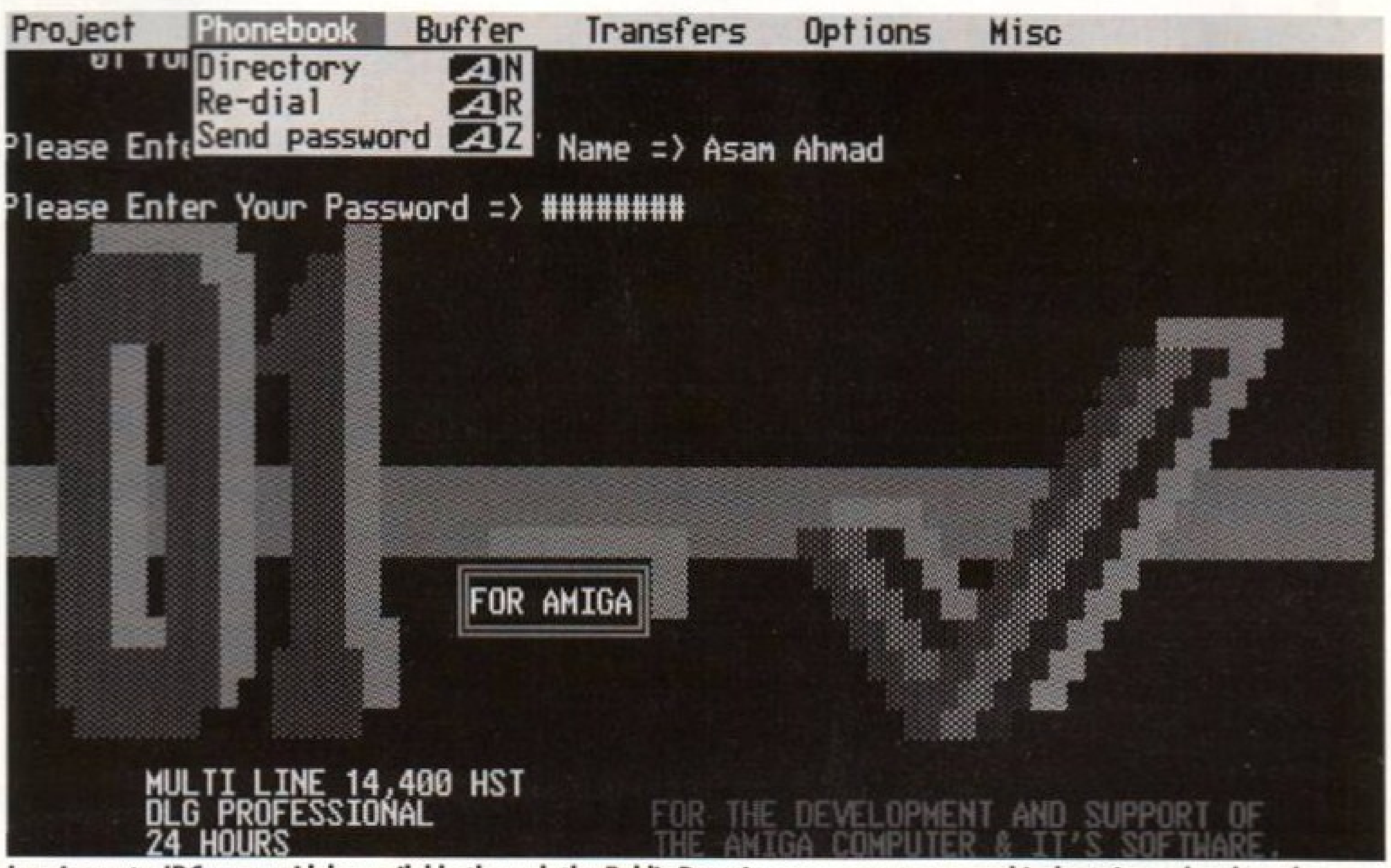
The most obvious two things that you need are some software and a lead. The best, cheapest software is JRComm, a public Domain program that can do most things that comms freaks want. If the modem is Hayes compatible, this program can store a directory of phone numbers to dial – once set up correctly dialling a number is as easy as clicking on an icon.

The other item you will need is a modem cable. These are fairly standardized and totally unlike any other kind of cable. Most computer shops will be able to supply a suitable cable – it plugs into the serial port on your Amiga and into the back of the modem.

If the modem is manual, then you will need another item – a telephone to dial the number! Typically, these plug into the back of the modem, while the modem plugs into the wall socket for the telephone. You dial the number manually, and once "logged on" (connected to a service) you put the phone down. The modem keeps the line open automatically.

A couple more points to bear in mind: when buying a modem, always check that it has a British Telecom approval sticker on it somewhere. Without that sticker it's illegal to plug the phone into the wall. Most foreign modems do not have such a sticker, and many of them will not work at all.

Finally, some – very old – manual modems do not let you plug telephones into the back of them. You have to buy a double adaptor socket which lets you plug two telephone leads into one wall socket.



Logging onto JRComm: widely available through the Public Domain, very easy to use and it doesn't crash unless the machine does. It's sort of solid and dependable, like Deluxe Paint

CONNECT International

Access VISA

Dept AMFSC2, Unit 8A, Acorn Farm Business Centre, Cublington Road, Wing, Near Leighton Buzzard, Beds. LU7 0LB

ORDER HOTLINE: 0296 682277 FAX: 0296 682290

PROFESSIONAL SOFTWARE FOR YOUR AMIGA

ACCOUNTS

Title	Price
Arena Accounts	134.99
Home Accounts	22.99
Personal Accounts +	28.99
Small Business Accounts Equ	65.99

DATABASES

Title	Price
K Data	35.99
Superbase Personal 2	29.99
Superbase Prof 4	299.99

EDUCATIONAL

Title	Price
Fun School 2 Under 6	13.99
Fun School 2 6-8	13.99
Fun School 2 Over 8	13.99
Fun School 3 Under 5	16.99
Fun School 3 5-7	16.99
Fun School 3 Over 7	16.99
French Mistress	13.99
German Master	13.99
Italian Tutor	13.99
Mavis Beacon Teaches Typing	19.99
Spanish Tutor	13.99
Spell Book 4-9	14.99
Things to do with Numbers	14.99
Things to do with Words	14.99

*** Product not yet released**
All prices include VAT. All goods subject to availability. Prices subject to change without notice. E&OE

GRAPHICS/ANIMATION

Title	Price
Amos	32.99
Amos 3D	32.99
Amos Compiler	24.99
Deluxe Paint 3	59.99
* Deluxe Paint 4	79.99
Deluxe Photolab	49.99
Deluxe Print 2	34.99
Deluxe Video 3	59.99
Digimate 3	25.99
Digipaint 3	59.99
Digiview Gold	89.99
Disney Animation Show	59.99
Movie Setter	49.99
Photon Video	24.99
Pixmate	34.99
Photon Paint 2	19.99
Professional Draw 2	96.99
Spectra Colour	57.99
Tiger Cub	57.99

SPREADSHEETS

Title	Price
Advantage	62.99
Digicalc	27.99
K Spread 3	76.99
Maxiplan 500	39.99
Superplan	39.99

MUSIC/SOUND

Title	Price
Amas	79.99
Audio Master 3	47.99
Bars + Pipes Prof	189.99
Deluxe Music Cons Set	49.99
Mastersound	32.99
Music X	89.99
Music X Junior	49.99
Perfect Sound 3	64.99
Quartet	34.99
Sonix	49.99
Soundtrap 3	39.99
Techno Sound Turbo	25.99

WORDPROCESSORS/DTP

Title	Price
Excellence V2	99.99
Kindwords 2	29.99
Pagesetter 2	49.99
Pagestream 2	149.99
Pen Pal	85.99
Professional Page V2	179.99
Protext 5.0	109.99
Prowrite 3	109.99
Quickwrite	43.99
Scribble	42.99
Transwrite	59.99
Wordsworth	109.99

HOW TO ORDER

ORDER BY PHONE: Phone our order hotline (0487 3343) with your Access/Visa card quoting card number, name of holder, and expiry date.

ORDER BY POST: cheques or postal orders payable to "CONNECT INTERNATIONAL". Please send name, address and daytime telephone number along with your order req.

FREE POSTAL DELIVERY (£1 overseas)
Please allow up to 28 days delivery.

UTILITIES/PERIPHERALS

Title	Price
1/2 Meg upgrade with clock	34.99
1/2 Meg upgrade without clock	29.99
3.5" DSDD (10)	9.99
Amiga 500 Dust Cover	3.99
Disk Cleaning Kit	2.99
Mouse Mat	4.99
Naksha Mouse	25.99
Devpac 2	44.99
Digiview	119.99
Hi Soft Basic	59.99
Lattice C V5	169.99
Vidi Amiga + Vidi Chrome	109.99
Vidi Chrome	16.99
Vidi RGB Splitter	64.99
40 lockable disk box	5.99
80 lockable disk box	7.99

JOYSTICKS

Title	Price
Comp Pro Black	10.99
Comp Pro Extra Clear	13.99
Comp Pro Combat Extra	12.99
Comp Pro Star Extra	13.95
Quickshot Python	9.99
Quickshot Apache	5.99
Quickshot Flight Sim	9.99
Quickshot Maverick	13.99
Quickjoy Topstar	19.99
Quickjoy Jetfighter	12.99

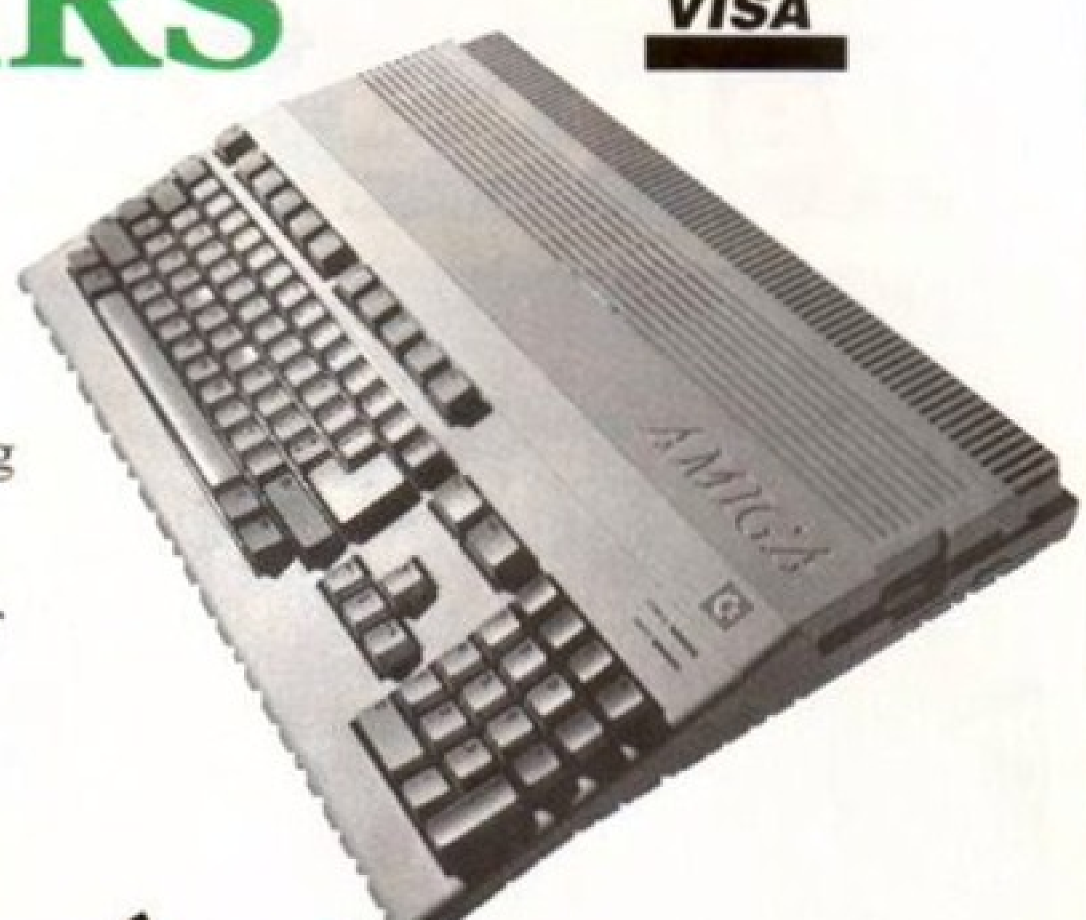
STRATEGY/SIMULATIONS

Title	Price
A10 Tank Killer	22.99
F19 Stealth	19.99
F29 Retaliator	16.99
F15 Strike Eagle 2	22.99
Falcon Mission Disks 1 & 2	*22.99
Flight of Intruder	22.99
Flight Simulator 2	23.99
M1 Tank Platoon	19.99
Mig 29	19.99
Sim Earth	19.99
Team Yankee	19.99
UMS 2	20.99

Access VISA

AMIGA REPAIRS

JUST £44.95 inc.



- ★ Commodore registered
- ★ Over 10 years experience with Commodore computers
- ★ 20 qualified technician engineers at your disposal
- ★ We will undertake to repair your Amiga 500 computer for just £44.95 including parts, labour, VAT and post & packing
- ★ Most computers should be repaired within 24 hours of booking in.
- ★ Prices include full service check, overhaul, soak-test and replacement of power supply unit if necessary
- ★ Repairs to keyboard and disk drive also included (£25 extra if these units are unrepairable and require complete replacements)
- ★ All repairs covered by a 90 day warranty

Upgrade your Amiga from 512K to 1Mb of memory for just £25.00
SPECIAL EXCLUSIVE OFFER:
If you submit your computer to ourselves for repair, enclosing this advert along with just an additional £25, we will supply and fit a 512K memory expansion at no extra cost.

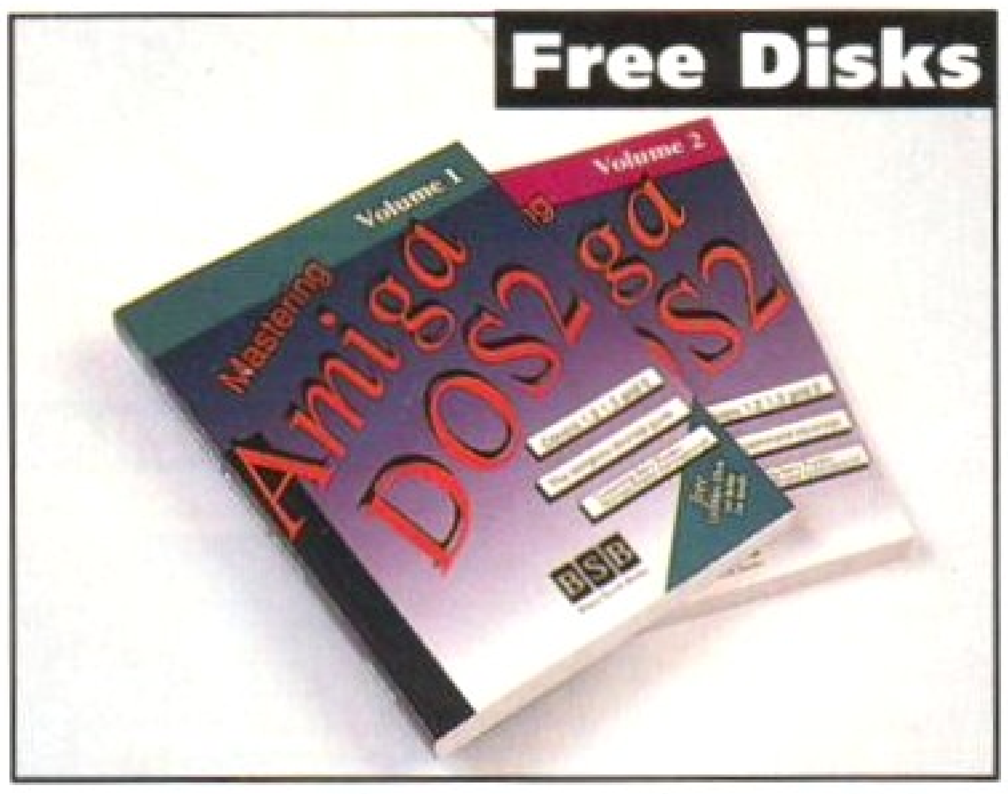
How to take advantage of this exceptional offer: simply send or hand deliver your machine to the workshop address detailed right, enclosing payment and this advert and we will do the rest. (If possible please include a daytime telephone number and fault description).

** If you require 24 hour courier to your door, please add £5 else your computer will be sent back by contract parcel post.*

WTS ELECTRONICS LTD

STUDIO MASTER HOUSE
CHAUL END LANE
LUTON, BEDS, LU4 8EZ
Telephone (0582) 491949 - (4 lines)

WTS reserve the right to refuse machines that in our opinion are beyond reasonable repair



Mastering AmigaDOS

The best way to learn all about the Amiga's operating system and CLI commands. Vol I comes with Disks 1 and 2 while with Vol 2 you will receive Disk 2 which is specially compiled for *Amiga Format*.

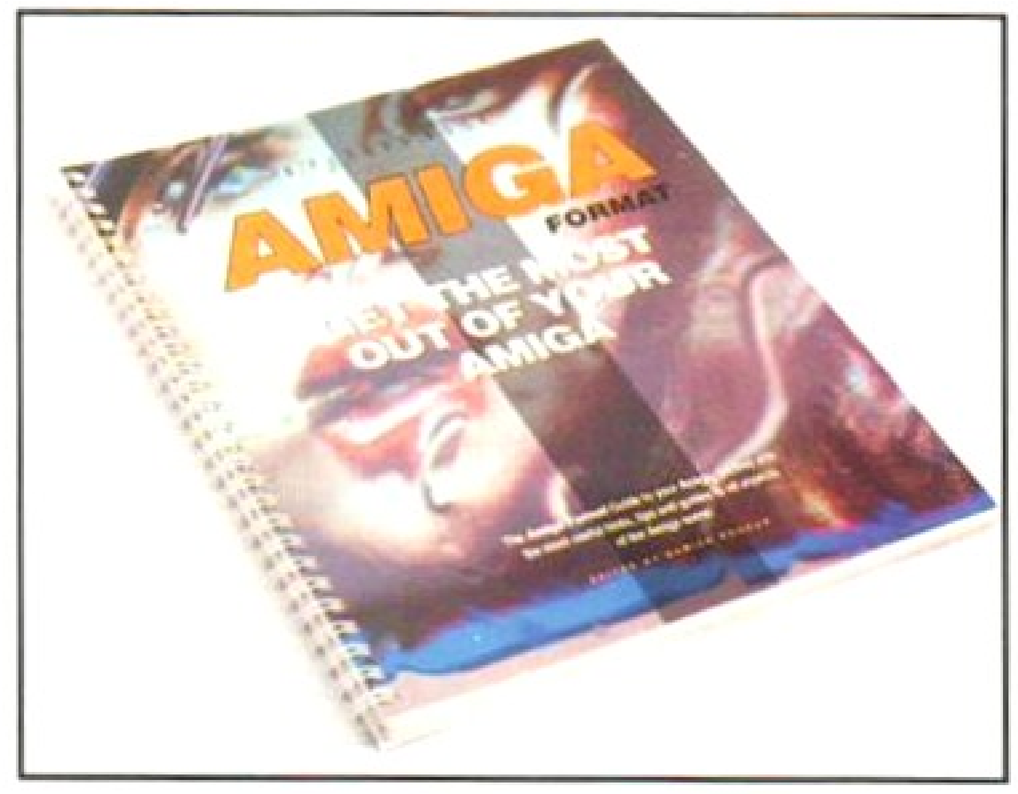
Description	Price	Order No
Volume 1	£21.95	AM192
Volume 2	£17.95	AM193



Amos Compiler & 3D

AMOS 3D brings the ease of use of *3D Construction Kit* but with the flexibility and full power of the AMOS language. With the AMOS compiler all your AMOS creations will run faster and use less disk space.

Description	Price	Order No
Amos Compiler	£21.99	AM222
Amos 3D	£24.99	AM223



Get the Most...

Get the Most out of Your Amiga is possibly one of the most useful introductions to the Amiga. Written by *Amiga Format* Editor Damien Noonan, it contains much useful advice and many hints and tips.

Description	Price	Order No
Book alone	£11.40	AM171
Book and Disks	£15.40	AM170

Amiga Format Mail Order

The lastest and greatest offers at simply the best possible prices.

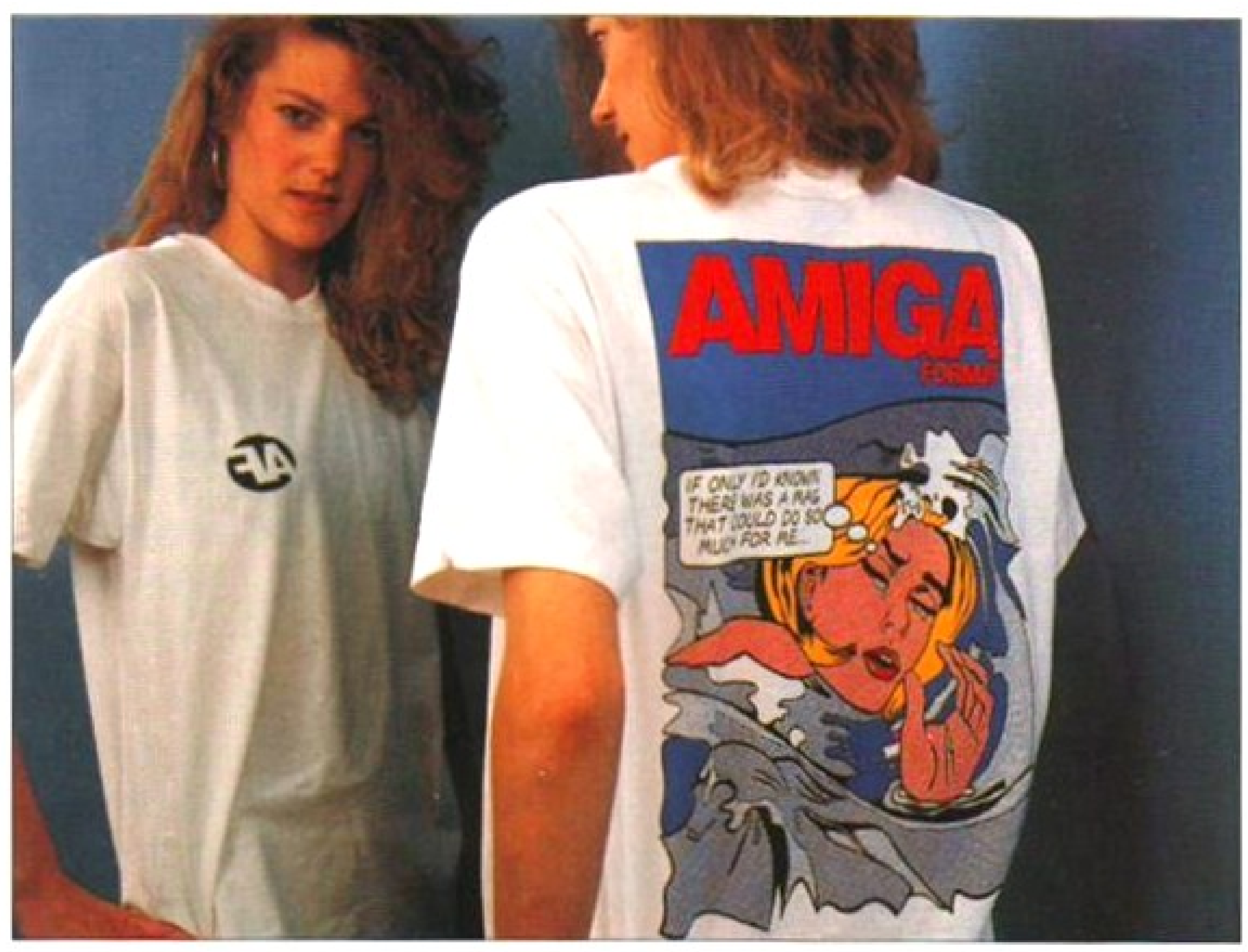
Deluxe Paint 4



This would have been the one we'd all been waiting for, but it was sprung on an unsuspecting world just a couple of months ago and already it's on sale. Possibly the biggest non-games release of the year, this latest version of the world-beating paint and animation package now works in HAM as well as all the other Amiga screen modes, allowing you to use 4,096 colours in your pictures. As we revealed in a 92 per cent Format Gold review last issue, it lives up to expectations in a big way. Provided you have the 1Mb you need to use it, you'll find it's probably the best paint package you've ever used on the Amiga. Excellent stuff.

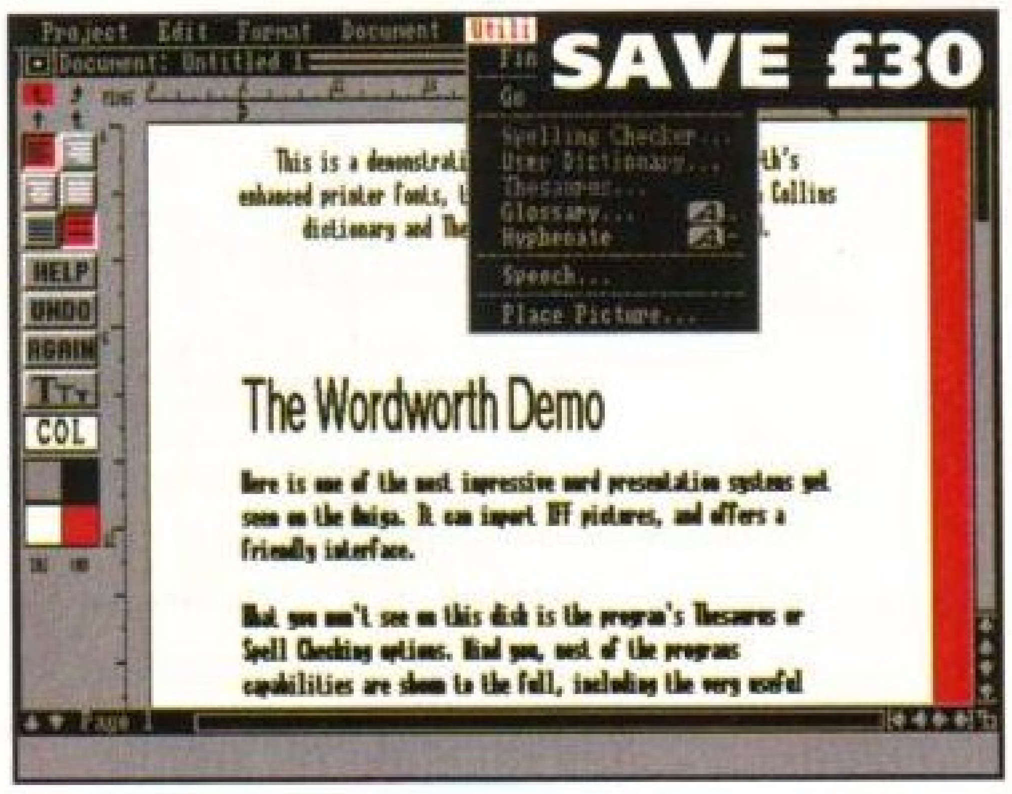
Description	Price	Order No
Deluxe Paint 4	£89.99	AM226

AF T-shirt



FOR THE VERY FIRST TIME the extremely exclusive limited edition *Amiga Format* T-shirt becomes generally available to *Amiga Format* readers. previously, these could only be obtained as competition prizes, but now we've decided to give in to popular demand and put them on sale. Features the 'Lichtenstein' cover of Issue 20 in a large four-colour back print, new *AF* logo on front.

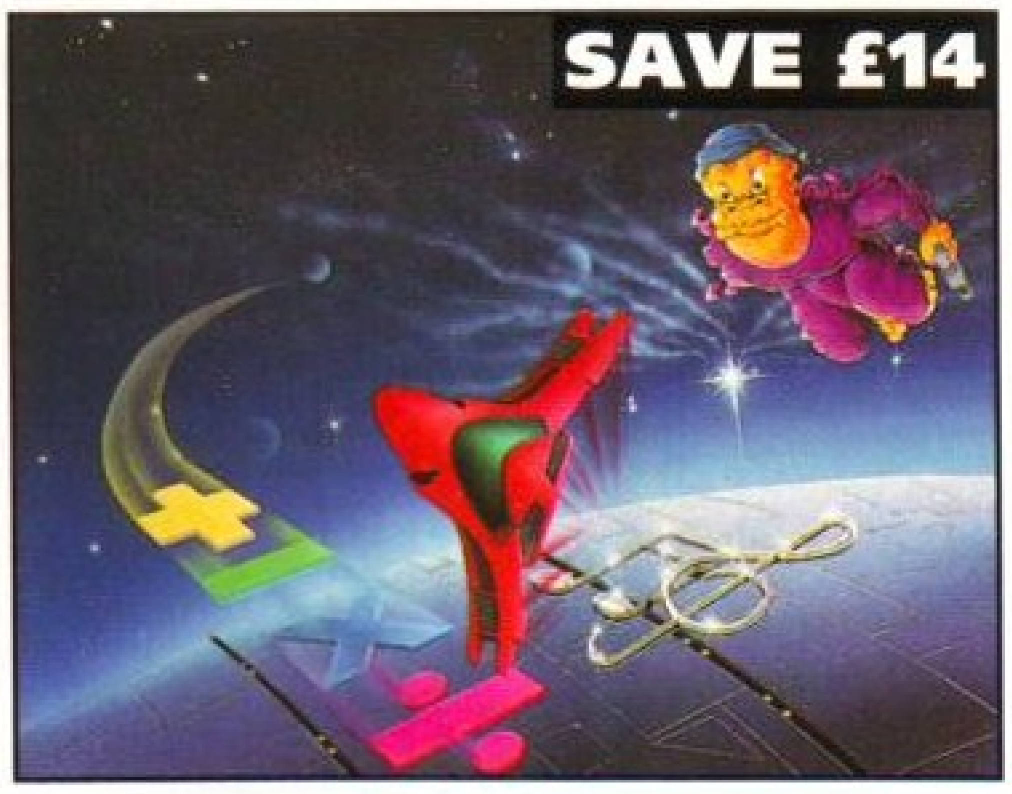
Description	Price	Order No
Amiga Format T-shirt	£8.99	AM225



Wordworth Digita

The very latest in word processing software, designed in Britain to a high-quality specification. It's easy to use, operates in full colour, lets you import and resize pictures and has specially-designed fonts.

Description	Price	Order No
Wordworth	£99.95	AM220



AMOS Mandarin

They call it The Creator! A superb easy-to-use programming language for creating games, educational programs – almost anything! Comes complete with AMOS Sprites 600. LATEST VERSION!

Description	Price	Order No
AMOS	£35.95	AM168



Kidstype Genisoft

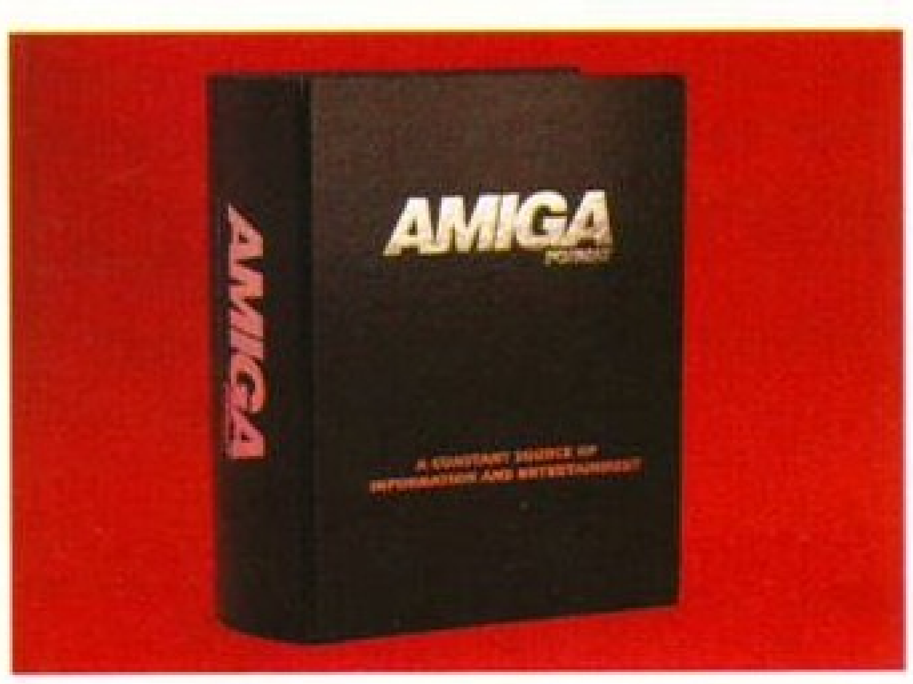
Ideal for younger kids, this is a word processor that works in big, friendly letters like teacher's writing. Many primary schools use a program just like this one. One of the best educational programs around!

Description	Price	Order No
Kidstype	£19.99	AM221

Back Issues

Why miss out on invaluable information just because you didn't buy an issue when it went on sale? Back issues even come complete with the original Coverdisk: see Pages 178-9 to find out what was in each issue. While you're about it, why not get a binder to collect your new issues?

ISSUE	Price	Order No
Issue 13	£4.00	AMF13
Issue 14	£4.00	AMF14
Issue 15	£4.00	AMF15
Issue 16	£4.00	AMF16
Issue 17	£4.00	AMF17
Issue 18	£5.00	AMF18
Issue 19	£4.00	AMF19
Issue 20	£4.00	AMF20
Issue 21	£4.00	AMF21
Issue 22	£4.00	AMF22
Issue 23	£5.00	AMF23
Issue 24	£5.00	AMF24
Issue 25	£4.00	AMF25
Issue 26	£4.00	AMF26
One binder	£4.95	AM108
Two binders	£9.00	AM109



All prices include postage, packing and VAT

No Hidden Extras

HOTLINE 0458 74011



Golden Image Mouse

Improve your mouse control with this high-quality replacement mouse. It comes with Tracey, a special tool (RRP £7.99 but free to you!) which will allow you to trace pictures with the aid of your mouse.

Description	Price	Order No
G.I. Mouse and Tracey	£29.99	AM224



Technosound Turbo

The updated sampler from New Dimensions will not only grab digitised sounds but also allows you to sequence them into full compositions. It even features MIDI linking, so you can use it with MIDI instruments.

Description	Price	Order No
Technosound Turbo	£27.99	AM199

See our remarkable Subscription Offer on Page 194!

Amiga Format Mail Order

Name

Address

Post code

Telephone No.

Description	Price	Order No.
Total Order		

Method of payment (please circle) Access ● Visa ● Cheque ● PO

Please make all cheques payable to **Future Publishing Limited.**

Credit Card No.

Expiry Date

SEND THIS FORM TO: Amiga Format, Future Publishing Ltd, Freepost, Somerton, Somerset, TA11 7BR

No stamp required if posted in the United Kingdom, Channel Island or the Isle of Man

For overseas orders call Nikki for prices on 0458 74011

ALL Prices Include Postage & V.A.T.
Prices Effective until October 4th 1991

Double Sided Double Density

3½"

100% ERROR FREE WITH LABELS

Quantity	Price	Quantity	Price
10	£4.30	80	£27.60
20	£7.80	100	£32.90
25	£9.95	120	£39.40
30	£11.50	150	£48.95
35	£12.95	200	£61.95
40	£14.25	300	£91.90
45	£16.00	400	£119.90
50	£18.25	500	£149.75

Full No Quibble Replacement Guarantee

BOXES (with keys, labels & dividers)

10	40	50	80	100	120
0.94	4.95	5.60	6.30	6.80	8.75

CUMANA CAX354 3½" External Drive £59.95

Armour-Geddon	15.75	Lemmings	15.75
Chuck Rock	15.96	Monkey Island	15.96
Eye Beholder	18.95	PGA Tour Golf	15.96
Gods	15.96	Speedball 2	15.96
Killing Cloud	15.96	Supercars 2	15.96

Credit Card Orders: (9am - 10pm 7 days)

071 608 0624

Cheque/Postal Orders to:
DataGEM Limited
Dept AF 23 Pitfield St.
LONDON N1 6HB

Showroom OPEN
10 am - 6 pm
Monday - Friday
Exit 2 Old St Tube

Announcing...

POOLSWINNER Gold

THE POOLS PREDICTION PROGRAM
WITH ARTIFICIAL INTELLIGENCE

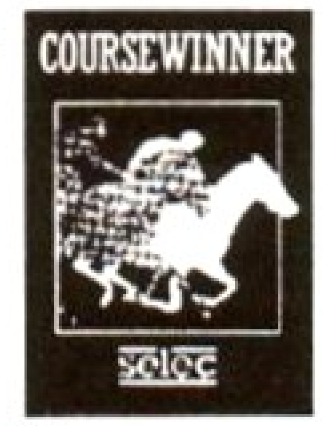


£36.50

- THE LEGENDARY POOLS PREDICTION AID, Poolswinner, now has artificial intelligence. The latest version of the program, Poolswinner Gold, has the power to learn from the results of its own predictions, constantly adjusting the prediction formula to improve performance.
- AUTOMATIC FIXTURE GENERATION : Fixtures for English and Scottish League matches are generated automatically by Poolswinner Gold, which now incorporates its sister program FIXGEN 91/92 (yearly updates are available from Selec).
- MASSIVE DATABASE 22000 match database over 10 years.
- PREDICTS SCOREDRAWS, NO-SCORES, AWAYS and HOMES Predictions are based on many factors .. recent form, the massive database, league standing, goal scoring rates, and draw averages. The user can adjust all parameters.
- SUCCESSFUL Selec guarantee that Poolswinner performs significantly better than chance.
- LEAGUE AND NON-LEAGUE matches are covered. Can be used for the non-league and amature matches so often on the coupon now.
- FULL LEAGUE TABLES (home & away) are automatically generated by the program as results come in.
- UPDATED WEEKLY. Poolswinner Gold is supplied fully updated with all league results from the start of the season - its ready for immediate use.
- PACKAGE CONTAINS disc, detailed operating manual and support literature, all you need to start forecasts immediately.

Also available from Selec ...

COURSEWINNER V4 £36.50



THE PUNTER'S COMPUTER PROGRAM. Uses artificial intelligence. Uses past form, going, distance, speed ratings, prize money etc. Contains British course statistics - best jockeys, trainers, draw effect etc. Detailed analysis of all runners in a race, with profit. Sophisticated aid to successful betting, with a long pedigree.

POOLS PERM PLUS £32.50

Perm analyser and checker, complete with 5 years of coupon results and popular perms for analysis. Checks your weekly entry for winning lines, or tests your theories on results over the last 5 years. Reveals all the weeks a bet would have won, and the probable dividend.

FOOTBALL FOLLOWER £32.50

Statistical analysis for Football enthusiasts. Tables, fixture lists, sequences etc. Set up for British League football, but can be set up by the user for any league - amature etc. Ideal for all fans, league secretaries etc.

All programs are supplied on disc, packaged with detailed instruction manual, and support literature. Formats available:
IBM (3.5" or 5.25")
AMIGA
ATARI ST
AMSTRAD PCW
Prices are inclusive of VAT & delivery

Send cheque / PO for return of post service to ....

Selec Software (Est. 1984)
62 Altrincham Rd, Gatley, Cheadle, Cheshire SK8 4DP
(send for full list of our software)

Tel 061-428-7425
Phone or FAX 24 hrs

Marcam LIMITED

62 Tenter Road, Moulton Park
Business Centre, Northampton,
NN3 1AX, England
Tel: (0604) 790466
Fax: (0604) 647403

The Genlock People

Do you want to overlay computer graphics or titles onto your videos? If so, you will need a Genlock. Rendale Genlocks are built to a very high standard, and are used widely in the professional environment. Each of the Rendale machines offers both foreground and background modes, the 8802 is a purely composite machine, the 8806 also offers a professional RGB mix option, as well as other advanced features. Do not be fooled by cheaper versions of our Genlocks which are presently on offer, buy direct from the manufacturer or an approved supplier. Please call for further details.

GENLOCKS
RENDALE 8802 £199.99
RENDALE 8806 £862.50

MODE SWITCHBOX FOR THE RENDALE 8802
Only £34.99

Super-VHS Genlock

At last, the Rendale Super-8802 is available. As well as operating in a similar fashion to the standard 8802, the Super-8802 also boasts the following:

- Super-VHS both in and out.
- Hardware controlled fades.
- Hardware controlled wipes.
- Cross fade between Amiga and video.
- Integral mode switching control.

Rendale Super-8802 £599.99

Existing Rendale 8802 users can also upgrade. Please telephone Fiona for a date to send your unit to us. We will require it for around two days.

Rendale Super VHS Upgrade £420.00

THE NEW - "BEGINNER'S GUIDE TO AMIGADOS"

This is a clear and well thought out guide to AmigaDOS. It is a highly effective way to take you from a beginner to an expert on AmigaDOS. It takes you by simple steps, with many examples through the powerful AmigaDOS commands. The emphasis is on learning through experience and doing - not just reading like most other books. In no time at all you will master a fast, powerful and customised operating system...you can easily include your own pictures, messages and programs. This very popular package has now been COMPLETELY updated to cover all AmigaDOS versions. The package consists of a guidebook, a tutorial DISC, a crib card and many other exciting and interesting programs. The guide includes an incredibly fast picture loader, a password system, a gallery of high quality pictures, a variety of boot up sequences, other high quality programs and much, much more...Guide book, Disc, Cribcard etc. only **£13.95**

WIZARD'S GUIDE TO BASIC

This guide is a quick, effective and enjoyable way to learn Basic. Your confidence and skills will rise rapidly. In no time at all you will be writing impressive programs. The guide has a sophisticated electronic book - You can get help in the form of text, moving demonstrations, graphics, sound or speech with just a touch of a button. The course starts at beginner level and carefully rises to expert level. You will learn to master graphics, colour, sound, movement, speech, windows, menus, dataprocessing etc. Hundreds of example programs and demos are included on the two discs. This is a value packed package which will leave you with a wealth of knowledge and expertise - **£13.95**

***** NEW! - LIFE ORGANISER - NEW! *****

This package will really make a difference to the efficiency of your life. "Life organiser" is beautifully designed, easy to use and yet sophisticated, powerful and intelligent. This program is skilfully structured to take everything you wish to remember and present it in a useful and friendly way. Calendars (Any year/month from 1AD to 3000AD!), address book, label/address printer, diary, reminders, birthdays, anniversaries, bills, payments, record of spending, appointments, meetings, notes, memoirs, daily timetable, set up your own system etc. etc. Powerful search facilities will automatically hunt down the information you want. Cassette recorder type controls allow you to step through your information. Powerful MDE facility (Minimum Data Entry) allows you search, cross reference and copy information between entries. Entries only need to be entered once for regular events e.g. weekly, monthly etc. Ideal for business or home use. Once you have used "Life organiser" you will be lost wiithout it! Every package comes with a tutorial booklet and example files. Quality software at **£19.95**

MASTERPIECE

The great paintings of the world are displayed on your Amiga using thousands of colours in pictures of outstanding quality. "THE BEST PICTURES I HAVE EVER SEEN ON THE AMIGA" reported a recent review. Two discs packed full of pictures and comprehensive notes take you on an enriching trip into the world of art. Outstanding value - **£8.95**

***** NEW DIMENSIONS *****

Some of the most impressive effects yet seen on an Amiga. You will find that graphics and pictures float before your eyes in front of your screen! The depth of the pictures extends up to ten feet into the screen! These fantastic effects have to be seen to be believed. Included on the disc are generous numbers of 3D pictures, 3D graphics, 3D games and a 3D art program. We even provide a tutorial to help you design your own 3D effects on a paint package or write your own 3D programs. Included in this excellent package are two pairs of 3D specs. Normal price £13.95 **This month only £11.95**

EXTRA VALUE!

Buy two or more of the above products and benefit from the following discounts.... 2 products - **£2 discount,** 3 products - **£3 discount,** 4 products - **£4 discount** etc.
Discounts are given on the TOTAL value of the order.

UK P&P - FREE and by FIRST CLASS post. Overseas orders welcome - Europeans please add 50p
Outside Europe please add £1.50 for airmail. All payments in pounds sterling please.

Cheques / P.O. 's to: **Wizard Software** (Dept. LAF6)
20, Hadrian Drive, Redhills, Exeter, Devon. EX4 1SR

PROFESSIONAL T.V-VIDEO GRAPHICS SYSTEMS

Amigas/genlocks/software/training
Tel: 071 284 1366

Amiga REPAIRS

competitive rates-no fixed charge
Tel: 071 284 4030

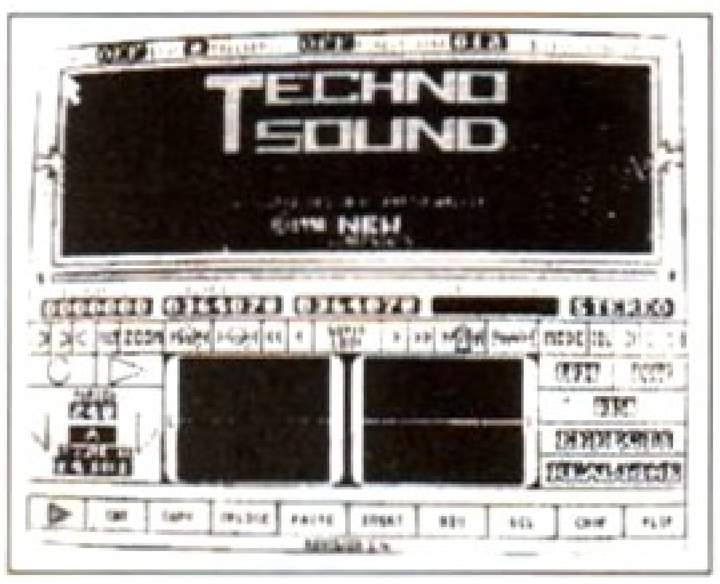
44 Malden Rd, London NW5 (Camden Town)

LOOK
Free Game Offer
No purchase necessary
Free product guide
Excellent prices
Don't delay phone today
0259-51389
Access VISA
Tronsoft

Why buy an ordinary sound sampler when you can buy a recording studio?

TECHNOSOUND *Turbo*

SOUND SAMPLING SYSTEM FOR THE AMIGA



- ★ *SONG SEQUENCER*
- ★ *MIDI SEQUENCER*
- ★ *VARIABLE DIGITAL DELAY*
- ★ *VARIABLE CUT BUFFER*
- ★ *FULL MULTITASKING*
- ★ *57 RECORDED SAMPLES*
- ★ *STATE OF THE ART TRUE STEREO CARTRIDGE*
- ★ *OVER 100 INTERACTIVE FUNCTIONS*
- ★ *SIMPLE TO USE TUTORIAL AND USER GUIDE*
- ★ *STUNNING REAL TIME EFFECTS INCLUDE:- Echo - Reverb - Hall - Voice Synthesis - Phaser and Vibrato.*
- ★ *EXTENSIVE EDITING AND LOOPING FACILITIES*

UPGRADE AVAILABLE TO EXISTING USERS FOR ONLY £6.00 + £1.00 P&P

Access VISA

NEW DIMENSIONS

BROOKLANDS HOUSE
BRYNGWYN, RAGLAN
GWENT NP5 2AA
0291-690933/690901

£35.99
+ £1.50 POST AND PACKING

RICHARDS DEVELOPMENTS

1/2 Meg Amiga upgrades no clock includes on/off switch **£19.95**
4D-Ram Version

1/2 Meg Amiga upgrades with clock and switch **£24.95**
4D-Ram Version

★★★★★★★ SPECIAL LAUNCH OFFER ★★★★★★★

Amiga 1.5 Meg upgrades fully populated, includes clock, easy fit runs off Gary Chip, requires 1.3 version.
5 year warranty free 2 Mb demo.
ONLY £69.95 inc VAT

★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★

3.5" Disks DD/DS 100% error free	1-49	**35p** each
	49-99	**31p** each
	100+	**28p** each

ALL DISKS INCLUDE FREE LABELS

40 Cap locking disk box 3.5"	**£3.99** each
80 Cap locking disk box 3.5"	**£4.99** each
Null modem lead for back to back communications	**£3.99** each
Amiga 4 player adaptor lead	**£4.99** each
Joystick extension lead	**£4.99** each
Amiga dust cover	**£2.99** each
Mouse mat top quality	**£1.99** each

ALL PRICES INCLUDE VAT, POSTAGE AND PACKING IS EXTRA PLEASE ASK WHEN ORDERING.

CREDIT CARD HOTLINE - 0602 464188

Cheques/Postal Orders to:
RICHARDS DEVELOPMENTS, 14 Windmill Way, Kegworth, Derby DE7 2FA. Please phone first for price of postage.
ALL PRODUCTS CARRY A FULL 5 YEAR WARRANTY
Public Domain also available all disks only 99p plus p+p
For full catalogue send £1.00

AF BY MAIL

You can actually make life a lot easier for us and make certain of getting a reply if you make darned sure you're addressing your letter to the right person or place, so here's a guide to what to send where. We can never give personal replies by mail, so don't send us a stamped-addressed envelope: and we can under no circumstances give personal replies by fax.

WORKBENCH

If you have any problems with the technical side of your Amiga, with hardware or with serious software, write to Pat and he'll try to answer you. Alternatively, if you have any advice for others or any handy tips to share, send it in and you could win a prize.
PAT MCDONALD, WORKBENCH,
AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW

GAMEBUSTERS

If you've just found the cheat mode, mapped out the levels or found all the passwords for the latest game – whatever the game cheat, send it to Maff and you could win a prize. Also, if you're stuck somewhere, ask the Helping Hand section in Gamebusters for advice – or if you've read of a problem in Helping Hand that someone else has and you can solve it, then send in the answer to win a prize!
MAFF EVANS, GAMEBUSTERS (OR GAMEBUSTERS HELPING HAND), AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW

LETTERS

The Letters pages are for you to air your views and share your opinions: please remember not to ask questions that should be in Workbench! What Damien is looking for are thought-provoking or entertaining letters, if they're short there's a better chance they'll get in. Prizes for the best two. LETTERS, AMIGA FORMAT, 30 MONMOUTH STREET, BA1 2BW

COMPETITIONS

To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. don't put several entries in together, or include entries with letters to any other part of the mag.
COMPETITION, AMIGA FORMAT,
29 MONMOUTH STREET, BATH BA1 2AP

AD PROBLEMS

If you have a problem with companies advertising in *Amiga Format* – you're cheque's been cashed but you've had nothing or whatever – our advertising department should be able to help. Write telling them briefly about the problem and which company it concerns.
AMIGA FORMAT ADVERTISING COMPLAINTS DEPT, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

MAIL ORDER

If you've ordered anything from the *Amiga Format* Mail Order section and you've got a problem, please remember that we on the magazine don't deal with it at all. Write to them at our Somerton address or phone 0458 74011.
AMIGA FORMAT MAIL ORDER,
THE OLD BARN, SOMERTON, SOMERSET TA11 7PY

SUBSCRIPTIONS

Similarly, if you move house and want to make sure your copy of the mag catches up with you, then send the new address to AMIGA FORMAT SUBSCRIPTIONS, THE OLD BARN, SOMERTON, SOMERSET TA11 7PY

FAULTY COVERDISKS

The disks are duplicated and stuck on the magazine by a firm who we employ for that specific purpose. If you have a faulty disk, send it to them enclosing an SAE. We don't keep stocks of disks, so we can't help.
DISKCOPY LABS, UNIT A, WESTMARCH, LONDON ROAD, DAVENTRY, NORTHANTS, NN11 4SA

REACHING US BY PHONE

The *Amiga Format* editorial team can only take enquiries from readers between 10.30am and 6.30pm on Tuesdays.

The Advertising department can help you with problems you may have with companies who advertise in the magazine if you call during normal office hours.

Our subscriptions service and the *Amiga Format* mail order department are not in the same building and should be contacted on 0458 74023.

Letters

The part of the magazine where you can let off some steam, dish out praise, enlighten the rest of the Amiga-owning world or just make us chuckle if you've anything amusing to say. Keep it brief and send it to us at **Letters, Amiga Format, Bath BA1 2BW.**

THANKS!

I wish to bestow my heart-felt congratulations on the entire *Amiga Format* team for an excellent twenty-sixth issue. Not only was its width increased (although if I had an *AF* binder I'm sure it wouldn't fit...), but the contents have been lovingly moulded into what I now recognise as the best computer magazine available in the shops. To make matters better you have adopted a new typeface and a more suitable layout which gives the 'monthly wonder' a truly professional feel.

Before my computer decides to become a mad guru and meditate there's just one more thing I'd like to mention. It is actually possible to use the range manipulator and the animation control panel on your preview of *Deluxe Paint IV*: just press CTRL and the R key for the range manipulator or the ALT and P keys simultaneously for the anim control panel.

ANDREW WILLIS, SANDWICH

Well, thank you very much indeed. We were very pleased with the results of the redesigned issue and it's nice to have someone praise exactly the things we set out to achieve. Not only is Amiga Format *the most successful home-computer magazine of its time, we think it now looks like it. We also like to think it's a magazine that can hold its head up high with the best in pure magazine terms: a computer magazine you needn't be ashamed of reading on the train, the computer equivalent of* Cosmopolitan*... errm... no! Hang on a minute!*

BUT NO THANKS!

Congratulations on the 'new style' *Amiga Format* - I don't think! It doesn't fit in too well with the old-style binders, does it? I'm not surprised that you tried to sneak it in without telling us.

Please note that I am not being a "whingeing femmie" (*AF* 25 Letters – William Mobberley) trying to have a good moan – it's just that now my binder won't go on its shelf properly!

One more thing: I must give you a thought on the issue of women and computers. Computer games are, generally speaking, macho shoot-em-ups, car races, football games and the like. Since the Amiga, to most potential younger buyers, is known as a glorified games console, it is easy to see the appeal to a younger man. Perhaps as the Amiga's reputation as a serious machine grows, so the percentage of female readers will grow! Is that controversial enough?

SUSAN A HOLGATE, ISLINGTON

Sincere apologies to all Amiga Format *readers who keep the magazine in a binder. We did consider warning you that we were about to change size, but we didn't honestly think it would help. The bizarre thing is, you see, that we all stopped keeping our copies of the magazine in binders about a year ago, when the magazine became too fat to fit 12 issues in one binder. Anyway, we've now hastily created a new binder for the new size, and it's on sale now in the foyer...*

As for the other business, let's hear a couple more views on the subject...

CONDITIONED REFLEX

You asked in your August edition why you had so few women readers. here are my ideas. (At this point, Louise lists the credits from Issue 25 of who put the issue together, leading her to this conclusion...) All male! With no women editing or writing for the magazine, there will be no articles from a woman's viewpoint, which is different from a man's.

Let us look at your game reviews. (Louise now lists the shamefully macho line-up of Issue 25's game reviews, a litany of shoot-em-ups, combat games and male-dominated sports, plumbing the depths when we arrive at a game where a male hero rescues a female princess. Ulp!) Not many there aimed at your female readers! (She deduces, perfectly validly).

I think you will find that women and girls are more interested in strategy games and serious software.

If you want more women to read your magazine, put more women on the staff. We do have a different view from men.

LOUISE MELLING, BARROW-IN-FURNESS

Point taken. I feel I have to quibble over the small matter of Pat Winstanley, our main educational correspondent, happening to be a woman (not a small matter to her, I suppose) so we do have some female representation on our staff. As for your views on games, I certainly agree. Women do seem to enjoy more abstract games, such as puzzle games and things like Spindizzy, Lemmings *or* Rainbow Islands.

Incidentally, we're not actually terribly worried about having a low proportion of female readers. What worries us is that the Amiga Format *readership accurately reflects the Amiga-owning community, and that there are far too few women owning and using computers in general, not just the Amiga.*

As for the rest of your point about staffing on the magazine, it just happens to be that way. We do, however, spend a lot of time in the company of women who are also keen on the odd spot of Amiga gaming, so we're not totally out of touch.

EQUAL RIGHTS

Although I've just bought an Amiga 500, I can't get on it! If I try to during the day, my children hassle me to let them have a go and as soon as my husband comes home, he gets on and plays long after I've gone to bed!

Nobody else has read the manual, so I have to keep loading it and setting it up, then I'm left to read *Amiga Format* while everyone else uses it. The last straw was when my friend came to see me today, had a cup of tea then caught sight of the *Lemmings* disk and off she went. She was on the computer for about 4 hours!

I'll have to sneak down before anyone else wakes up: then I might get to use the computer that I bought!

PAT HAMILTON, WEST THURROCK

Right to the heart of the problem here, I reckon. Schools report that from a very early age boys tend to dominate use of the computer if given half a chance. Girls seem quite willing to let them do so, even though they are just as enthusiastic and just as capable when they get a go. I actually reckon it's down to social conditioning from a very early age, that teaches girls not to be overly aggressive in defending their chance to have a go and preserves the males' belief that technology is their domain. I recommend you make quite clear that you want a go on the machine and don't cook them tea ever again!

In the meantime, I'm declaring the next couple of letters a women-only zone to even up the balance.

NIGHTMARE ON RAMSEY STREET

After watching the episode of *Neighbours* where Paul Robinson's Amiga gets infected with a virus, it didn't take me long to work out how thick Paul really is! He made it sound like a computer virus was a major disaster for his company. So, while those of us who know what a virus really is are screaming at Paul to get a virus killer, there are some people who aren't familiar with viruses getting wound up over something quite simple. I know it's only a TV programme, but some people take it seriously.

LAURA STAIRS, HENDON

While I can't imagime anyone ever taking Neighbours *seriously, I have to agree that there's no point getting wound up about viruses. Follow the simple rules about switching off for 30 seconds before loading up a new piece of software, get a virus killer cheap from the PD and you're safe. just remember never to destroy the bootblock on a self-booting game!*

POWER CUT

While flicking through *Amiga Format* I came across an ad for *Amiga Power*. It had a picture of the May issue's front cover and it said that it contained 8 pages of tips for *Rainbow Islands*. I have the game myself and I'm stuck, but since it's August now, and I live in the middle of nowhere anyway, I can't get hold of that issue! Please, please, please, can somebody help?

BECKY SMITHSON, BERWICKSHIRE

Your best bet is to look at our subscriptions and back issues pages (Pages 194-5 of this very issue). Because Amiga Power *is our little sister, I think you'll find that you will be able to get a copy from there. How's that?*

FALLING APART

Aaaaaggghhhhh! Once more, my *Amiga Format* has fallen apart! There I was, reading the *MegaTraveller* review when – wham! bang! – out comes Page 71. Then Page 111, then Page... 16 pages later, it gets thrown against the wall! Could you use stronger glue?

R GATES, BOSTON

Errm... this is an extremely rare case and I've only ever heard of three occurrences of it on Amiga Format *before. Can it really have happened to you twice in a row? Well, it seems it could. In actual fact we've had a number of calls since Issue 26 came out telling us that the issue falls apart, and we've even had one in the office do it, although it should hardly ever happen.*

If this mishap does ever befall anyone again just take the mag back to the shop you bought it from. They will give you a new one and return the duff one to the wholesalers, so the shopkeeper doesn't lose a penny on the deal. Eventually the whole thing will get back to the printers, because it was them who didn't stick it together properly in the first place.

SHAREWARE HERO

In response to your request for nominations for shareware authors who really do care, I'd like to nominate Olaf Barthel (DClock) for helping me with a problem. He sent me a copy on a Scotch disk with the comment "Thought this make of disk was very apt"...

GRAHAME M ROSS, AYRSHIRE

Hmm. Very nice of him Gets the thumbs-up from us.

CDTV OWNER SPEAKS

I don't know if you remember me: I wrote in a few weeks ago concerning my purchase of the CDTV and the dilemma it had caused. Now I can inform you of further developments. Sit back and relax.

(The story so far: Mark Smith buys his CDTV for £600, gets it home only to discover that there are no titles included, just a piece of card so he can send off for them. Didn't I tell you? Result, one very expensive door-wedge. Now read on...)

Lemmings and Hutchinson Encyclopaedia finally arrived and I realised what a powerful machine it was. Lemmings was a fantastic game, so addictive. The Encyclopaedia was good, too, with all those pictures and sounds. But then one day something happened: something terribly horrible happened. Let me explain.

I'm a tennis enthusiast, so I decided to call up all the international players. Everything went fine until I arrived at Steffi Graf. I clicked on the 'pictures' icon to see a smiling, bald-headed man appear. Now I know that she is not exactly an international model, but crikey, she isn't that bad!

I've since found several more problems and there are probably hundreds of cock-ups that I don't know about. What has happened? Did a wretched b-u-g get onto the master CD? Was it my £600 CDTV? I think not. Or did the boys at Attica Cybernetics just rush the project out?

Read my lips. If companies think they can do software in a slapdash manner overnight then they've got another thing coming. Because CDs are uncopyable, will prices crash below the normal floppies or will software houses come up with even more excuses to line their pockets?

MARK SMITH, LIVERPOOL

I, for one, know exactly what has happened. Imagine if you had to test a disc with 600 Megabytes of data - thousands of pictures, pieces of text and sampled sounds. Imagine if, on top of all that, the disc had to be in a bundle that had gone on sale several weeks before, and everyone was yelling at you to get it finished and off to the duplicators. Would you do the job properly? Probably not. Unless you'd had the sense not to get in that situation in the first place.

Frankly, this is exactly the sort of thing that the CDTV does not need. People who are not used to the bugginess that we computer fans are so often fobbed off with will not be able to forgive this kind of shoddy workmanship. The CDTV will only sell if the disks are of sufficient quality. This kind of below-par performance from the stuff that comes free with the machine is simply just not good enough. If Commodore do not sort it out PDQ, then all they doing is signing the death warrant of the CDTV.

ON THE OTHER HAND...

I bought my CDTV four days after its UK release. It was the best £600 I have ever spent. I currently have six discs, including the Welcome disc. The others are Music Maker, Lemmings, Hutchinson's Encyclopaedia, Sim City, Advanced Military Systems and Battle Storm. I use all of these discs frequently and I am most pleased with the standard of the software.

The main point of my letter, though, is CDTV's audio quality. I would like to point out that the CDTV is not 16 times oversampling, it's 16 times 8-bit oversampling, and I think the quality is excellent. My uncle has a Sanyo set-up, £2,000's worth, and CDTV's audio output blows its socks off!

I would like to say what a brilliant machine the CDTV really is. It is so easy to use! Well done, CBM!

MATTHEW TREASURE, SHERBORNE

Fair comment. Anyone else?

IT'S A COPY, RIGHT?

PRIZE

I read in your magazine that if a letter was controversial, the writer could receive a free T-shirt. Well, how's this for controversial? The 'Pic of the Month' on Issue 25 is an exact copy of one of my paintings!

I enjoy your magazine a great deal and always look forward to the next issue. Not many magazines in the States have cover disks, so it's fun to get British mags to see what's going on in other parts of the world. However, seeing my work signed by someone else was not a surprise I had expected.

It might be a good idea to remind your readers that if they are copying the work of another artist, they should at least mention his name. There seems to be an incorrect belief in the computer graphics world that an image done on a computer is 'not the same' as an actual painting. This is not the case. Copyright laws apply to the image itself, regardless of the form of storage or display.

It's not a problem for me: as a matter of fact I was rather flattered (Mr McNally probably saw the image on the cover of *Dragon* magazine #166). But there are a lot of artists out there who would be very angry, and copyright infringement can be a serious problem.

ERIC M GOOCH, SOUTHFIELD, MICHIGAN

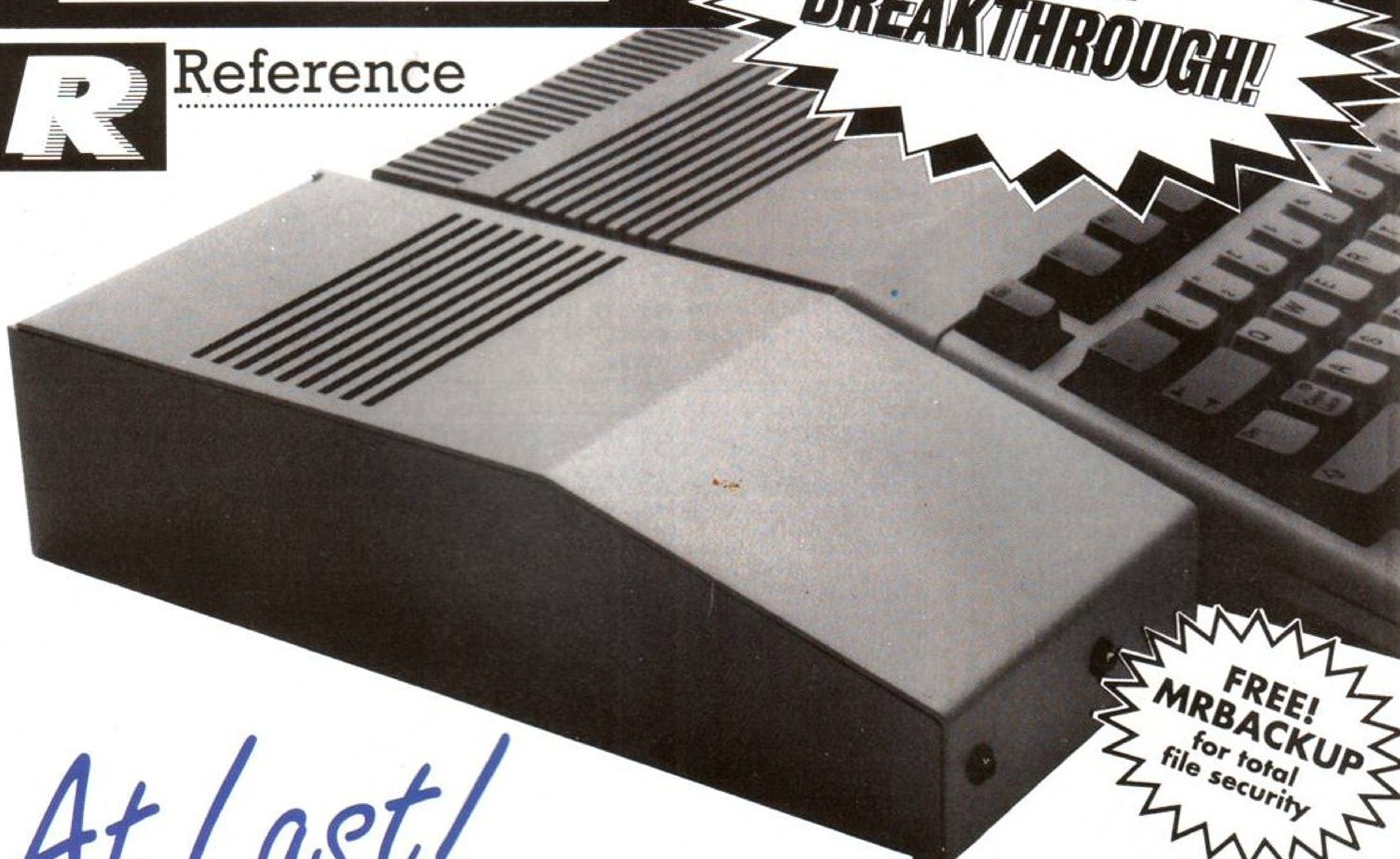
Thanks very much for the letter, Eric, and an Amiga Format *T-shirt should have arrived by the time you read this. I think the point you make is very interesting and that your attitude to the whole business is very much the sensible one. I'm sure very few artists would actually mind people producing Amiga art based on their pictures, but I'm equally convinced that they deserve to be credited as the inspiration for the work.*

In fact, I believe the copyright situation is less clear than you suggest. If a copy of an image is wholly originted by the copier – in other words, drawn freehand from scratch - then I think I am right in saying it is not in breach of copyright. But, just as you have quoted, the storage or transmission of an image by any means, including electronic, is covered by copyright law: so if the image were digitised, it would be illegal.

NEW FROM Evesham Micros

PRICE BREAKTHROUGH!

R Reference



At Last! ... the chance to buy Quality, High Capacity Hard Disk Systems for the Amiga 500 at REALISTICALLY LOW PRICES!

Specially designed for the A500, our new **Reference** SCSI Hard Drive Systems offer exceptional value for money, incorporating top brand, high performance NEC hard disks !

- **NEC SCSI Hard Disk Mechanisms for** *optimum performance*, 25ms Average Access time, with Autoparking
- **Includes its own Dedicated PSU.** *Commodore recommends against use of peripherals without independent power supply.*
- ***QUIET...*** latest technology drives run cool - no fan needed!
- Option for **up to 4MB of additional RAM Expansion**, made simple through the use of **SIMMS** - the **modern way** to upgrade
- Includes **SCSI Throughport** at rear for further expansion
- **High quality** metal casing, colour matched to the Amiga 500
- Includes Configuration/Format Software, *plus* **'MRBackup Pro'**

MRBackup Professional
FREE with every hard drive!

Included with every hard drive is **MRBackup Pro**, offering hard drive owners full data security and peace of mind. MRBackup can backup files to floppy disk or SCSI tape streamer, with or without its own "fast" format feature. Features include intuitive user interface, plus *Data Compression* options which help reduce the quantity of backup media required.

MRBACKUP PROFESSIONAL
Available Separately for Only £29.95

REFERENCE-40 : £299
REFERENCE-100 : £449

2MB RAM VERSION: ADD £80 ● 4MB RAM VERSION: ADD £160

Prices include VAT and delivery

PLEASE TURN OVER FOR FURTHER OFFERS AND ORDERING INFORMATION

ALL PRICES INCLUDE VAT & DELIVERY ● Evesham Micros ● ALL PRICES INCLUDE VAT & DELIVERY ●

ZY-FI amplified stereo speakers

REALISE THE TRUE SOUND POTENTIAL OF YOUR AMIGA WITH THIS PAIR OF FULL RANGE SPEAKERS !



Your Amiga produces fine quality hi-fi stereo sound. Enjoy quality stereo sound reproduction *to the full* with this specially designed, great new twin speaker system! Features reflex ported speaker design with 3 separate drivers in each unit, and incorporates a built-in amplifier with adjustable volume control. Runs from PSU (supplied) or from batteries (not included).
Speaker Dimensions 248x93x125mm (HxWxD)

ONLY £39.95

NEW! TOP VALUE 400dpi HANDY SCANNER

QUALITY SCANNING - AT THE RIGHT PRICE !



Representing outstanding value for money, this package combines *top quality* scanning hardware with the distinctively powerful *DAATASCAN PROFESSIONAL* software.

At a genuine 400dpi scanning resolution, this new scanner produces truly superb quality scans. Has a full 105mm scanning width, variable brightness control and 100 / 200 / 300 / 400dpi resolution. **Daatascan Professional** scanning *and* editing software allows real-time scanning in either line art or in up to 64 simulated grey scales. Provides powerful editing features and

ONLY £129.00

GOLDEN IMAGE HANDY SCANNER & TOUCH-UP



Outstanding quality, excellent value for money - this package includes a 100-400dpi scanner with dither options, plus the amazingly powerful TOUCH-UP software package which drives the scanner directly. Scanner includes viewing window & backlight for accurate scans every time. Scan either line-art or grey images up to 400dpi. Many image enhancement & special effects available from within Touch-Up. A sensible investment for Desktop Publishing work.

INCREDIBLE VALUE! NEW LOW PRICE - **ONLY £145.00**

TRUEMOUSE



WE GUARANTEE that this is the smoothest, most responsive and accurate replacement mouse you can buy for the Amiga. Excellent performance, amazing low price !

£17.95 *SATISFACTION GUARANTEED*

GOLDEN IMAGE OPTICAL MOUSE Amiga/ST compatible - excellent travel+accuracy assured. **NEW LOW PRICE!** . £ 29.00

ROCGEN GENLOCK



YOU WILL HAVE TO PAY *AT LEAST* TWICE AS MUCH MONEY to obtain a similar level of quality, function and sophistication offered by our new GENLOCK adapter, compatible to all Amigas! Special features include the ability to record graphics & animations on video recorders and overlay graphic and text onto video. Capable of smooth and stable fading and overlaying effects with special tuning knob.

ONLY £114.99

PHILIPS 15" TV/MONITOR



With its dedicated monitor input, this model combines the advantages of a high quality medium resolution colour monitor with the convenience of remote control Teletext TV - at an excellent low price ! NEW Version features dark glass screen for improved contrast, plus full range 3-way speaker sound output .

£269.00 Including VAT, delivery & cable

Philips CM8833 Mk.II including cable .... £ 239.00

A590 ADD-ON HARD DRIVES

A590 OWNERS! Expand your hard disk storage further with one of our add-on, externally cased SCSI Hard Drives, with 25ms autoparking NEC mechanisms and separate power supply. Plugs into the socket provided on the rear of the A590 unit.

External 40Mb SCSI Drive cased with PSU to directly add-on to the Commodore A590 .... £ 299.00
External 100Mb SCSI Drive cased with PSU .... £ 449.00

AMIGA SPECIAL DEALS

AMIGA 500 COMPUTER BASE PACK

Features a Genuine UK version 512K Commodore Amiga 500 computer with 1Mb Internal Drive, TV Modulator, Mouse, Power Supply, Kickstart 1.3, etc.

AMIGA 500 BASE PACKAGE
ONLY £ 307.49
A500 PACK AS ABOVE, WITH 512K RAM/CLOCK FITTED
ONLY £ 333.99
A500 PACK WITH EXTERNAL 3½" DRIVE
ONLY £ 357.49
A500 PACK WITH EXTERNAL 3½" DRIVE *AND* 512K RAM/ CLOCK UPGRADE FITTED
ONLY £ 383.99

N.B. Does NOT include extra software included with other packages.

LOOK WHAT ELSE YOU GET WHEN YOU BUY AN AMIGA FEATURE PACK FROM Evesham Micros

THESE FABULOUS GAMES:
Tracksuit Manager 90 • Subbuteo • Asterix • Block Alanche • Jungle Book • Treasure Trap • DiskMan • Battle Squadron • Diet Riot • Tank Battle • Nigel Mansell • Lost'N'Maze
PLUS! A wordprocessor and spreadsheet

NEW! AMIGA 500 CARTOON CLASSICS PACK

Includes Amiga 500 with 1Mb RAM, plus 1Mb Drive, TV modulator, 'LEMMINGS', 'CAPTAIN PLANET', 'BART SIMPSON vs THE SPACE MUTANTS', 'Deluxe Paint III'.

A500 1MB CARTOON CLASSICS PACKAGE .... £ 369.99
A500 Cartoon Classics PLUS 3½" External Drive........... £ 419.99

AMIGA 500 SCREEN GEMS PACK

Includes Amiga 500 **with 1Mb RAM**, plus 1Mb Drive, TV modulator, 'Night Breed', 'The Beast 2', 'Back to the Future 2', 'Days of Thunder', 'Deluxe Paint II'.

A500 1MB SCREEN GEMS PACKAGE.......................... £ 369.99
A500 Screen Gems Package PLUS 3½" External Drive .. £ 419.99

AMIGA 500 CLASS OF THE 90'S PACK

Includes A500 plus A501 512K RAM Upgrade, TV Modulator, 8 s/ware titles, 10 Disks, mouse mat & more ...

CLASS OF THE 90's Package .... £ 499.00
Class of the 90's Pack *plus* 3½" Drive........................ £ 549.00

AMIGA 1500 STARTER PACK

Includes A1500 computer (1Mb RAM, 2 x 3½" Drives, 8 expansion slots), Commodore Hi-Resolution Colour Monitor, plus Software including 'Deluxe Paint III', 'Battle Chess', 'Sim City' and 'The Works' (business software)

A1500 STARTER PACKAGE .... £ 949.00

Commodore A590 20Mb Hard Drive...£ 279.99
A590 512K RAM Upgrade.................£ 29.95
A590 1Mb RAM Upgrade......................£ 59.95
A590 2Mb RAM Upgrade......................£ 99.95

TRACKBALL



Excellent new high performance trackball, directly compatible to any Amiga or Atari ST. Operates from the mouse or joystick port. Super-smooth, accurate and versatile - you probably won't want to use a mouse again after using this Trackball ! Total one-handed control. Top quality construction and opto-mechanical design, delivering high speed and accuracy every time. No driver software needed !

ONLY £29.95

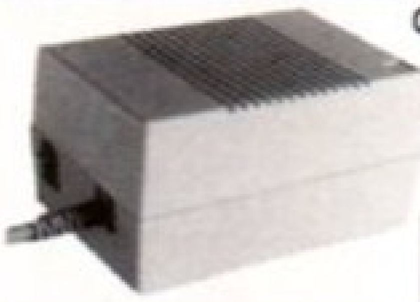
VIRUS PROTECTOR

BANISH VIRUS PROBLEMS!

Our compact Virus Protector fits easily to the Port of the last disk drive in your Amiga system, protecting all internal and external drives from boot block viruses. Incorporates a switch to enable or disable the protection facility.

ONLY £9.95

REPLACEMENT A500 PSU



Genuine Commodore Amiga A500 type replacement Power Supply Unit. Good quality 'switch mode' type. Super low price!

ONLY £39.95

MIDI INTERFACE

Our fully compatible, high quality MIDI interface connects directly with the Amiga serial port and provides IN, OUT & THRU ports for good flexibility. Features LED indicators on each port for diagnostic purposes. Superb compact design.

ONLY £19.95

STEREO SOUND SAMPLER

Offering full compatibility with almost any Amiga audio digitiser package, our Sound Sampler features excellent circuitry, yielding professional results. The main A/D converter gives a digitising resolution of up to 50KHz, with a fast slew rate. Two phono sockets are provided for stereo line input, plus an option for microphone. Adjustable gain is achieved with built-in control knob. Complete with public domain disk containing sound sampling applications / utilities.

ONLY £29.95

AMIGA 500 INTERNAL 3.5" REPLACEMENT DRIVE
Fully compatible. Kit includes full fitting instructions ...... £ 41.99

NEW! **COMMODORE C.D.T.V. Including 'Lemmings' & 'Hutchinsons Encyclopaedia' Starter Compact Disks** .... £ 579.00
VIDI-Amiga video digitiser package inc. VIDI-Chrome.......... £ 110.00
VIDI-Chrome Amiga colour frame generation kit from B&W images. £ 16.95
VIDI-RGB colour frame generation kit from B&W images .... £ 64.95
EMR VIDEOPILOT V320 Sophisticated Video Editing System .... £ 989.00
KCS Powerboard Hardware PC Emulator with its own 1Mb of RAM on-board, 512K useable in Amiga mode .... £ 229.99
Kickstart 1.3 Upgrade .... £ 29.95
Amiga 500 Dust Cover .... £ 4.95

SOFTWARE

Title	Price	Title	Price
Digita Wordworth	£ 119.00	Deluxe Video 3	£ 84.95
Kind Words 2	£ 37.95	Music-X 1.1	£ 65.00
Protext V5	£ 119.95	AMOS	£ 37.50
Digita Home Accounts	£ 23.95	HiSoft Lattice C	£ 199.00
Deluxe Paint 4	£ POA	GFA BASIC V3	£ 39.95
		GFA BASIC Compiler	£ 34.95
		Devpac 2.15	£ 44.95
		Disney Animation Studio	£ 69.95

STAR LC10 SPECIAL OFFER

BEST EVER SELLING 9-PIN PRINTER NOW AVAILABLE AT AN EXCEPTIONALLY LOW PRICE!

Providing unsurpassed paper handling, four excellent NLQ fonts and a respectable print speed of 144/36 cps, the phenomenally successful LC10 represents terrific value at this price.

INCLUDES CONNECTION CABLE & 12 MONTHS ON-SITE MAINTENANCE

ONLY £129.95

PRINTERS

Prices include VAT, delivery and cable

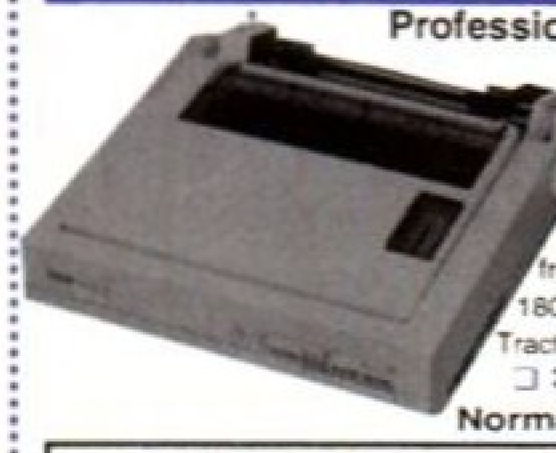
EVESHAM MICROS SPECIAL OFFER !
All STAR Printers include 12 months On-Site Maintenance

Star LC 200 9-Pin Colour, 4 fonts, 180/45cps .... £ 209.00
NEW! STAR LC20 fast 180/45cps super 9-pin, excellent value .... £ 159.99
Star LC 24-10 24-Pin, 4 fonts, 180/60cps.......... £ 209.00
Star LC 24-200 24-Pin, 5 fonts, 200/67cps .... £ 249.00
Star LC 24-200C 7 colour version of above .... £ 289.00
Automatic Sheet Feeder for above printers (pls state model) .... £ 64.95
SPECIAL OFFER! STAR XB24-10 WITH COLOUR UPGRADE & AUTOMATIC CUT SHEET FEEDER - *While Stocks Last* .... £ 359.00
NEW! Star XB24-200 COLOUR 24-pin, 80 col. power printer .... £ 399.99

Olivetti JP-150 Inkjet *first class* quality - exceptional value .... £ 249.99
Olivetti JP-350 Inkjet excellent high speed 300dpi printer .... £ 349.99

Citizen PRODOT-24 COLOUR

Professional 24-Pin Colour Printer - at a budget price!



❑ Highly versatile letter quality printer ❑ 200 cps output in draft, 66 cps in LQ mode (5 true letter quality fonts) ❑ Full control from front panel ❑ Graphics res.360 x 180dpi ❑ Parallel and Serial Interfaces, Tractor & Single Sheet Feed as standard ❑ **2 Year Manufacturers Warranty**

Normal RRP: £ 746.35 inc.VAT

ONLY £269.00 including VAT, delivery and cable

Olivetti DM124C COLOUR

Professional 24-Pin Colour Printer with full 12 Months On-Site Warranty Cover !



❑ 200 cps in draft, 50 cps in LQ mode ❑ 7 Colour output: Graphics res. 360 x 180dpi ❑ Huge 40k buffer ❑ Tractor & Single Sheet Feed ❑ **12 MONTHS ON-SITE WARRANTY**

DM124C Normal RRP: £ 389.95 inc.VAT

ONLY £269.00 including VAT, delivery and cable

3½" Track Display Drive



High quality double-sided 3.5" floppy drive offering the full 880K formatted capacity per 3.5" disk. Features a special LED display which accurately shows the current track being accessed during any disk drive activity. *NEW LOW PRICE!*

ONLY £64.95

● ALL PRICES INCLUDE VAT & DELIVERY ● Evesham Micros ● ALL PRICES INCLUDE VAT & DELIVERY

WeServe of Hampshire
Best for service

Canon BJ-10e
360dpi Inkjet printer
with cable & paper
£233.83 (£199.00 + VAT)

Panasonic
KXP1180	£134.00
KXP1123	£185.00
KXP1124i	£252.63

prices inc. VAT cable & paper

Amiga 1500
with Full software pack
£649.00 inc VAT

CBM 1084SD
with cable
£249.00 (£211.91 + VAT)

Philips CM8833 Mk2
with cable
£225.00 (£191.49 + VAT)

1Mb Cartoon Class
£369.00 inc VAT

Class of 90's
£439.00 inc VAT

Quantum 52M Disk
+Controller for A1500
£329.00 inc VAT

Accessories
Inc VAT

Joystick/Mouse twin extension	£4.70
3M Joystick/Mouse 3M ext	£3.75
A500 Printer lead	£7.95
A500 to Scart lead	£9.95
Modulator/Disk Extension	£10.95
23 Way Plug or Socket	£3.45
A500 Dust Cover	£4.70
Mouse Mat (thick soft type)	£4.95
A501 Memory Upgrade/Clock	£42.00
KCS Powerboard 740K & IBM	£224.90
Mouse House	£2.95
GVP Series 2 with 52M HD	£409.00
IM Internal 3.5" drive	£57.50
A500 replacement PSU	£39.00
: Meg Ram no Clock	£23.90

Naksha Mouse
With house & mat
£21.50 inc VAT

Squick Mouse
£13.90 inc VAT

1/2 Meg Ram + Clock
£24.95 inc VAT

Phone for Amiga Software catalogue. Many titles inc. Educational.

Star
LC10	149.00
LC200	199.00
LC24 10	188.00
LC24 200	244.40
LC24 200 Col	299.00

prices inc. VAT cable & paper

Printer Dust Covers
Most types in stock
From £4.70 inc VAT

Deskjet 500
H.P. 300dpi Inkjet printer
3 year warrantee
£386.58
(£329.00 + VAT)

Swift 24
2 year warrantee
£245.00 inc VAT
Colour kit with printer £24.00

Citizen Swift 9
with cable & paper
£175.00 inc VAT

Citizen 120D+
with cables and paper
£128.00 (£108.94 + VAT)

Cumana CAX354
External 1Mb Drive
£56.95 inc VAT

A590 20Mb Hard Disk
£269.00 inc VAT

DISKETTES
SONY branded
(100% certified error free)
Inc VAT

10 3.5" DS/DD 135 tpi	£7.50
50 3.5" DS/DD 135 tpi	£32.30
100 3.5" DS/DD 135 tpi	£59.93
1K 3.5" DS/DD 135 tpi	£540.50

DISKETTES
SONY bulk
(lifetime warranty)
(100% certified error free)
Inc VAT

10 3.5" DS/DD 135 tpi	£5.95
50 3.5" DS/DD 135 tpi	£19.80
100 3.5" DS/DD 135 tpi	£37.95
250 3.5" DS/DD 135 tpi	£84.89
1K 3.5 DS/DD 135 tpi	£339.58
50 x 3.5" Disk Box with lock	£5.99
100 x 3.5" Disk Box with lock	£7.50

Phone for our 40 page catalogue
EDUCATIONAL AND GOVERNMENT ORDERS WELCOME
All products have a 30 day money back & 12 month warranty.
Prices subject to variation without prior notification.
Established 6 years. We are closed Saturday afternoons.
Free parking 2 minutes from M27 junction 11.
Postage 94p (80p + VAT) Securicor £6.46 (£5.50 + VAT)

WeServe
Larger items delivered by Securicor
Access VISA

Amiga/F Dept
40-42 West Street,
Portchester, Hants.
PO16 9UW
Tel: 0705 325354

KCS POWER PC BOARD
THE PC EMULATOR FOR AMIGA 500

KCS ANNOUNCE — PRICE SLASH



Only £199.99 ex VAT (234.99 inc VAT) COMPLETE

Run professional MS-DOS software on your Amiga 500 at a price you can't resist

SPEED - OUTSTANDING "faster than many 286 AT's" (Amiga Format Oct/90) " amazing screen update" - Amiga Shopper Jun/91. Now even faster with the latest software upgrade.

COMPATIBILITY - EXCELLENT (All the software I tried ran perfectly - Computer Shopper Feb/91)

STABILITY - 20/20 "faultless operation in PC mode from day one - very beginner friendly" - Amiga Shopper Jun/91

CONVENIENCE - A DODDLE (For a plain plug 'n' go pc emulator with no installation hassle there is no competition - Computer Shopper Feb/91)

MEMORY - AMIGA IMB RAM + 512K RAM disk, **PC** 704 KB + min 192 KB ems

DISK SUPPORT - Floppy 3.5, 5.25, H-D A590, (other hard drives now supported - phone for details)

VIDEO SUPPORT - MGA - Hercules - GGA 16 col (dynamic) (EGA - VGA soon)

ALL UPGRADES ARE SOFTWARE BASED

VALUE
JUST SEE FOR YOURSELF

INCLUDED WITH KCS BOARD	WORTH
MS-DOS 4.01, GW Basic, Shell inc manuals (not GW Basic)	£80.00
Phoenix DOS help	£55.00
1MB on board memory plus clock	£64.00
KCS PC Emulator	£35.99
TOTAL	**£234.99**

"So what's the point in having a 'wizzo processor if it's no faster" (Amiga Computing Jan/91) - and invalidates your guarantee

Compatibility is excellent but no-one can guarantee every single program available, therefore if your purchase depends on a particular program, please ask us first or send in a copy of the program. (With suitable S.A.E. if to be returned). Price subject to change without notice.

BDL
BITCON DEVICES LTD.
88 BEWICK ROAD, GATESHEAD,
TYNE & WEAR, NE8 1RS ENGLAND
TEL: (091) 4901919/4901975
FAX: (091) 4901918

Access
Trade enquiries welcome - UK & Export
VISA

ATOMIC ROBOKID ONLY £7.99

CORPORATION + MISSION DISK ONLY £12.99

TURBOSOFT

DAMOCLES + MISSION DISK 1 ONLY £12.99

CENTURIAN ONLY £17.99

FORTHCOMING ATTRACTIONS

Title	Price
4D Boxing	£17.99
Action Stations (1 Meg)	£22.99
Adidas Golden Shoe	£17.99
AH-73M Thunderhawk	£17.99
Alcatraz	£17.99
AMOS 3D	£24.99
Arnhem	£17.99
Battlechess 2	£20.99
Billy the Kid	£17.99
Birds of Prey	£24.99
Blade Warrior	£17.99
Champion of the Raj	£17.99
Championship Athletics	£17.99
Crimewave	£17.99
Cruise for a Corpse	£17.99
Darkman	£17.99
Das Boot	£20.99
Death Knights of Krynn	£20.99
Demoniak	£20.99
Deuteros (The Next Millenium)	£17.99
Double Double Bill	£24.99
Elf	£17.99
Executioner	£17.99
Final Fight	£17.99
Flight of the Intruder	£20.99
Gauntlet 3	£17.99
Hunter	£20.99
Jetfighter 2	£22.99
Knights of Legend	£20.99
Last Ninja 3	£17.99
Logical	£14.99
Midwinter 2	£20.99
Moonbase	£24.99
Myth	£17.99
Navy Seals	£17.99
Plotting	£17.99
Sarakon	£20.99
Secret Weapons of the Luftwaffa	£20.99
Shanghai 2 - Dragons Eye	£24.99
Silent Service 2	£24.99
Sim Earth	£24.99
Spirit of Excalibur (1 Meg)	£20.99
Stormball	£17.99
Swap	£17.99
Terminator 2	£17.99
Wing Commander (1 Meg)	£24.99
Worlds At War	£17.99
World Class Cricket	£17.99

Please note that the majority of the forthcoming attractions are not released at time of going to press. These will be despatched within 24 hours of release subject to availability.

ACCESSORIES

Item	Price
1/2 Meg Upgrade + Clock	£24.99
2M Joystick/Mouse ext. lead	£6.99
40 Lockable Disk Box	£5.99
80 Lockable Disk Box	£7.99
94 Banx Stackable Box	£13.99
150 Posso Stackable Box	£17.99
Amiga 4 Player Adaptor	£7.99
Amiga 500 Dust Cover	£4.99
Box 10 Bulk Disks	£6.99
Box 10 Sony Branded Disks	£9.99
Cheetah 125+	£7.99
Commodore 1084 Monitor	£259.99
Disk Cleaning Kit	£2.99
Golden Image GI600 Mouse	£24.99
Golden Image Optical Mouse	£49.99
Golden Image Scanner	£189.99
Maverick Game Controller	£14.99
Mouse House	£3.99
Mouse Mat 6mm	£4.99
Philips CM8833 Monitor	£279.99
Pro 5000	£10.99
Pro 5000 Clear Extra	£12.99
Quickjoy Jetfighter	£10.99
Quickjoy Mega Board	£19.99
Quickjoy Topstar	£19.99
Quickshot Python	£8.99
Quickshot Python Microswitch	£10.99
Roll 1000 labels 3.5"	£9.99
Star LC200 Colour Printer	£219.99
Star LC24-200 Colour Printer	£289.99
Star LC24-200 Mono Printer	£249.99
Stingray Hand Held Joystick	£13.99
Zipstick	£12.99

TOP 50 CHART

Title	Price
1 Meg Cricket	£18.99
4D Driving	£17.99
Advanced Destroyer Sim	£17.99
Amos Compiler	£20.99
Armour Geddon	£17.99
Atomino	£17.99
Bandit Kings of Ancient China	£22.99
Cadaver Levels	£12.99
Cardinal of the Kremlin	£17.99
Centurian	£17.99
Chuck Rock	£17.99
Crystals of Arborea	£17.99
Cybercon 3	£17.99
Demoniak	£20.99
Duck Tales	£17.99
European Superleague	£17.99
Eye of the Beholder	£20.99
F15 Strike Eagle 2	£24.99
F19 Stealth Fighter	£18.99
Final Whistle	£8.99
Gem - X	£16.99
Genghis Khan	£22.99
G.O.D.S.	£17.99
Gunboat	£17.99
Hero Quest (Gremlin)	£17.99
Jahangir Khan's Squash	£17.99
Kick Off 2	£12.99
Lemmings	£17.99
Life and Death	£17.99
Lords of Chaos	£14.99
Man Utd. Europe	£17.99
Mega Traveller 1	£20.99
Mercs	£17.99
Metal Mutant	£17.99
P.G.A. Tour Golf	£17.99
Powermonger	£20.99
P.P. Hammer	£17.99
Prehistorik	£17.99
Proflight	£29.99
Railroad Tycoon	£24.99
R.B.I. 2 Baseball	£20.99
R-Type 2	£17.99
Search for the King	£19.99
Secret of Monkey Island (1 Meg)	£17.99
Shadow Dancers	£17.99
Sim City + Populous	£19.99
Speedball 2	£17.99
Super Cars 2	£17.99
Switchblade 2	£17.99
Toki - Goes Wild	£17.99
Winning Tactics	£6.99

POWER UP - £18.99
Turrican, X-Out, Rainbow Island, Altered Beast, Chase HQ.

TEST DRIVE 2 COLLECTION - ONLY £20.99
Test Drive 2, Muscle Cars, European Challenge, Super Cars, California Challenge

COMPUTER HITS II - ONLY £7.99
Tetris, Black Shadow, Golden Path, Joe Blade

WORLD CUP COMPILATION - ONLY £7.99
Tracksuit Manager, Kick Off, International Soccer

PLATINUM COLLECTION - ONLY £17.99
Ghouls N Ghosts, Strider, Forgotten Worlds, Black Tiger

PHANTASIE BONUS EDITION - ONLY £20.99
Phantasie 1, Phantasie 3, Questron 2

SUPREME CHALLENGE FLIGHT COMMAND - ONLY £12.99
Eliminator, Skychase, Strike Force Harrier, Lancaster, Skyfox II

TRIAD 3 - ONLY £14.99
Rocket Ranger, Speedball, Blood Money

WHEELS OF FIRE -ONLY £9.99
Chase HQ, Turbo Outrun, Powerdrift, Hard Drivin'

SOCCER MANIA ONLY £9.99
Football Manager 2, Microprose Soccer, Gazzas Soccer, Football Manager World Cup Edition

POWERPACK - ONLY £14.99
Xenon 2, Bloodwych, TV Sports Football, Lombard Rally

MIND GAMES - ONLY £14.99
Austerlitz, Waterloo, Conflict in Europe

VIRTUAL REALITY VOLUME 1 - ONLY £24.99
Midwinter, Carrier Command, Int. Soccer Challenge, Starglider 2, Stunt Car Racer

HOLLYWOOD COLLECTION - ONLY £20.99
Robocop, Ghostbusters 2, Indiana Jones & Last Crusade, Batman the Movie

● SPECIAL OFFERS ● SPECIAL OFFERS ●

Title	Price
3D Pool	£7.99
Airborne Ranger	£9.99
Art of Chess	£4.99
Atomic Robokid	£7.99
Baal	£4.99
Battle Squadron	£4.99
Boulderdash Const Kit	£4.99
Brian Clough's Football	£6.99
Captive	£9.99
Castle Master	£9.99
Centrefold Squares	£7.99
C.J's Elephant Antics	£6.99
Colorado	£4.99
Continental Circus	£7.99
Corporation	£12.99
Corruption	£7.99
Cosmic Pirate	£4.99
Count Duckula	£6.99
Daily Double Horse Racing	£7.99
Defender of the Crown	£7.99
Deluxe Strip Poker	£7.99
Double Dragon	£7.99
Drakken	£6.99
Fantasy World Dizzy	£6.99
Fast Food	£6.99
F/ball Manager II + Exp Kit	£9.99
Fools Errand	£7.99
Full Metal Planete	£9.99
Gauntlet II	£7.99
Gunship	£12.99
Indy Jones the Adventure	£9.99
International 3D Tennis	£7.99
Iron Lord	£9.99
James Pond	£7.99
Jumping Jackson	£7.99
Kid Gloves	£7.99
Laser Squad	£7.99
Leaderboard	£6.99
Little Puff	£6.99
Loom	£9.99
Lords of the Rising Sun	£11.99
Manic Miner	£7.99
Maya	£4.99
Night Hunter	£9.99
Ninja Spirit	£7.99
Ninja Warrior	£7.99
North And South	£7.99
Persian Gulf Inferno	£4.99
Pro Tennis Tour	£9.99
Puffys Saga	£7.99
Quest for the Time Bird	£6.99
Rocket Ranger	£7.99
Sherman M4	£7.99
Shinobi	£7.99
Silent Service	£9.99
Sim City	£14.99
Sorcery Plus	£4.99
Speedball	£7.99
Spy Vs Spy	£4.99
Spy Vs Spy II	£4.99
Spy Vs Spy III	£4.99
Stunt Car Racer	£9.99
Super Gridrunner	£4.99
Super Off Rd Racer	£9.99
Superstar Ice Hockey	£7.99
Sword of Sodan	£7.99
Tank Attack	£7.99
Tennis Cup	£7.99
The Cycles	£7.99
Time Machine	£7.99
Treasure Island Dizzy	£4.99
Turrican	£9.99
Tusker	£7.99
TV Sports Football	£9.99
Twin World	£7.99
Uninvited	£9.99
X-Out	£6.99
Zak McKracken	£9.99
Zombi	£9.99

CLASSIC COLLECTION

Title	Price
3D Construction Kit	£34.99
688 Attack Sub	£17.99
A10 Tank Killer	£24.99
BAT	£20.99
Battlechess	£17.99
Battle Command	£17.99
Balance of Power 1990	£20.99
Bards Tale 3	£17.99
Blitzkrieg 1 Meg	£22.99
Blue Max	£17.99
Bridge Player 2150	£20.99
California Challenge (T.D. II Disk)	£8.99
Champions of Krynn	£20.99
Chaos Strikes Back	£17.99
Chase H.Q.	£17.99
Chase H.Q. 2	£17.99
Chess Champion 2175	£20.99
Colossus Chess X	£12.99
Deluxe Scrabble	£14.99
Dragons Lair (1 Meg)	£26.99
Dragons Lair 2	£29.99
Dragon Wars	£17.99
Dungeon Master (1 Meg)	£17.99
European Challenge (T.D. II)	£8.99
F-16 Combat Pilot	£17.99
F29 Retaliator	£17.99
Flight Simulator II	£24.99
Golden Axe	£17.99
Harpoon (1 Meg)	£20.99
Hillsfar	£17.99
Indianapolis 500	£17.99
It Came From the Desert	£14.99
Jack Nicklaus Courses vol 1	£9.99
Jack Nicklaus Int. Courses	£9.99
Jack Nicklaus Unlimited Golf (1 Meg)	£20.99
Kick Off 2 (1 Meg)	£17.99
Killing Cloud	£17.99
Knights of Crystallion	£20.99
Leisuresuit Larry I	£20.99
Leisuresuit Larry 3 (1 Meg)	£26.99
Lotus Turbo Challenge	£17.99
M1 Tank Platoon	£20.99
Maniac Mansions	£17.99
Metal Masters	£17.99
Midnight Resistance	£17.99
Midwinter	£20.99
MIG 29 Fulcrum	£24.99
Murder	£17.99
Muscle Cars (T.D. II Disk)	£8.99
NAM	£20.99
NARC	£17.99
Nightshift	£17.99
Operation Stealth	£17.99
Pang	£17.99
Pirates	£17.99
Player Manager	£12.99
Police Quest 2 (1 Meg)	£24.99
Pools of Radiance (1 Meg)	£20.99
Populous	£17.99
Populous Promised Lands	£7.99
Prince of Persia	£17.99
Pro Tennis Tour 2	£17.99
Rainbow Island	£17.99
Red Storm Rising	£17.99
Rick Dangerous 2	£17.99
Robocop	£17.99
Robocop 2	£17.99
Saint Dragon	£17.99
Shadow of the Beast 2	£22.99
Shadow Warrior	£17.99
Space Ace	£27.99
Steve Davis Snooker	£9.99
Super Cars (T.D. II Disk)	£8.99
Super Monaco G.P.	£17.99
Supremacy	£20.99
SWIV	£17.99
Team Suzuki	£17.99
Team Yankee	£20.99
Test Drive II	£17.99
Their Finest Hour	£20.99
Total Recall	£17.99
Turrican 2	£17.99
TV Sports Basketball	£14.99
Ultima IV	£17.99
Ultima 5	£20.99
UMS 2 (1 Meg)	£20.99
Viz	£14.99
White Death 1 Meg	£22.99
Wings (1 Meg)	£18.99
Wolfpack (1 Meg)	£20.99
Wonderland	£20.99
Z-Out	£17.99

Turbosoft, Unit 6 & 7 Acacia Close, Cherrycourt Way Industrial Estate, Stanbridge Road, Leighton Buzzard, Beds. LU7 8QE Tel: (0525) 377974 Fax: (0525) 852278

Please charge my Access/Visa No: .... **Expiry date:** ....

ORDER FORM — VISA, Eurocard, MasterCard, Access

Please supply me with the following for

Computer ....

Titles	Price

Customer Number

DATE: ....

NAME: ....

ADDRESS: ....

....

....

................Post Code................

TEL: ....

AMIGA FORMAT OCT. '91

Please make cheques & PO payable to ***Turbosoft***

Credit card orders taken, payment cashed only on despatch. Orders under £5 add 75p P&P per item. For First Class add 75p P&P per item UK only. EEC countries add £2.00 per item. Non EEC countries add £3.00 per item. Express airmail £4.00 per item.. All items subject to availability. All prices subject to change without notice. E. & O. E. Please note: Mail Order companies may take up to 28 days to deliver goods from receipt of order. Please allow for cheque clearance

The Amiga makes it so easy to produce effective images that it is good enough for anybody to be able to have a go: the only problem that most of us non-artists lack the inspiration to come up with the ideas, so copying from a book or magazine is an ideal way to get started. It would be a shame to discourage that: so I would agree that by far the most sensible course is for the artists to be flattered by their imitators and for anyone who does copy an image to give credit where it is due, to the guy who came up with the idea. Come on, all you PD artists!

CDTV OK

About two months ago I came home from a boring day at school only to find that my CD player and my Amiga had been stolen. I was totally devastated. Two weeks ago I went into a computer store and asked for a demo of CDTV. My Dad said that I could buy it as a replacement for my Amiga and CD player, and back at home I waited eagerly for it to arrive, which it soon did after a couple of days.

I opened it, set it up and looked through the Welcome disc. There were few things of interest on it. Next I loaded Hutchinson's Encyclopaedia, browsed through various subjects and then watched the autodemo. The actual encyclopaedia is said to be the world's best single-volume encyclopaedia and costs about £20. The CDTV version has sound from the BBC archives and has many more pictures, and it's easy to access information using the index search.

The Lemmings disc has a demo of Planetside, which is a flight sim of the future. The graphics on the demo are stunning and I have watched the demo about 30 times and I'm still not bored of it.With an external disk drive I can play about 70-80 per cent of my Amiga games, and I can use all the creative software which does not need a keyboard, such as *Deluxe Paint* and *Photon Paint*. the control pad takes some getting used to though, especially in mouse mode: it took me about twice as long, compared to using an Amiga, to produce something in *Deluxe Paint*.

If you are thinking of buying a CDTV it's worth £599 and if you can get an extra drive and Amiga software then all the better. I think CDTV is brilliant.

PUNDALIK NAYAK, DARLINGTON

That's excellent and I'm very pleased to hear from a couple of people who are happy with their CDTVs. Please remember, we're not against the CDTV here at Amiga Format. *The only thing that does occur to me is that you are computer-literate people who do not expect an awful lot more from the CDTV than from the Amiga, whereas the market Commodore are aiming at is beyond the computer user.*

All the great things you mention are really to do with the software, which you will be able to use on your Amiga soon anyway when the CD-ROM drive goes on sale (see News). the only other difference is that with the CD-ROM drive you'll be able to play all of your Amiga games and use all of your Amiga software. Doesn't that make sense?

COMMODORE NUT!

I've been a Commodore fan since my parents bought me a VIC-20 when I was eight-years-old: I'm now 20. Since then I've moved through the C64 to my trusty Amiga 500, which I've had for over two years. I still have the VIC and the C64 and use them both.

I first heard about the CDTV early on last year. I thought about waiting for the A690, but I just couldn't wait that long: I also wanted the real thing, the sleek, black unit I'd been drooling over in the pictures. So I bought one, and I'm very happy to say I have not looked back since.

I was lucky enough to get hold of a CDTV point-of-sale demonstration disc from a local dealer. This disc contains a demo of CDXL, the CDTV animation process. CDXL runs at about 12-14 frames per second and animates HAM pictures which use a full NTSC screen. It's not quite Full Motion Video, but it is quite remarkable all the same.

Before I go, here's something interesting for you to have a look at. I've enclosed some photographs of me showing off my new tattoo. Yes, how's that for the ultimate in brand loyalty? Proof that I'm the number one fan of both Commodore and the Amiga. I swear that its a real tattoo and not just a felt-pen drawing! Anyway, I'll be at the *Amiga Format* World of Commodore Show in November, so I'll prove it to you then! See ya!

ADAM WRIGHT, NORTHAMPTON

Yes, we will indeed see you there: and I hope we'll see lots of other Amiga Format *readers at the show too. The whole team will be there the whole time, so you should be able to track us down either on the* Amiga Format *stand or around the show somewhere and we look forward to seeing you. No doubt a good place to find us will be in the bar...*

ANOTHER CDTV FAN

I've heard a lot of people complain about the hi-fi quality (or lack of it!) of the CDTV CD player. Well, can someone tell me which other hi-fi music system in your local high street music store can display CD+G? not one, I think.

MARK SMITH, LIVERPOOL

A very good point. I've not actually seen CD+G discs myself, but it's an interesting idea.

OH NO! IT'S THAT PATHETIC PIRATE!

Here there's a bomb in your office (only joking) anyway piracy rules If you want any games just drop me a call To... Bob. The great Manchion hall just outside The Palace London.

BOB

Hey, it's that pathetic pirate with another rousing round of jolly japes and piratical wheezes! How exactly does one drop somebody a call? I'm beginning to quite enjoy hearing from Bob. Sad comment on the educational system, though, isn't he?

BITMAPS' NEW OFFICE

I have a very weird question I'd like to get an answer so are you sitting down? Recently while I was in the United States on vacation, I walked into a travel agency in Boston and what did I see? A little sign by a doorbell in the very same bulding and guess what was written on it? The Bitmap Brothers! Now, am I to believe that, or what?

BJORN HAMMERSEN, DENMARK

As far as I know The Bitmap Brothers are alive and well and living (and working, incidentally) in London. They did have plans to open a Bath office, though... I wonder what happened to that?

WANTED!

Your honest opinion of AMIGA FORMAT

■ **To help us keep improving your favourite magazine, please fill in and return this form each month**

1. How did you buy this issue?
❒ I subscribe
❒ Newsagent delivered it to my home
❒ Asked newsagent to reserve copy
❒ Bought it on planned shop visit
❒ Just happened to see it and liked it

2. Rate *AMIGA FORMAT* in terms of value for money:
❒ Excellent! ❒ Good
❒ Reasonable ❒ Poor ❒ Ripoff!

3. Out of ten, how much did this month's cover make you want to look inside?
..../10

4. How much does this issue appeal to you overall?
..../10

5. How does it compare with previous issues you've seen?
❒ Much better! ❒ Slightly better
❒ About the same standard
❒ Slightly worse ❒ Much worse!

6. Rate out of ten this and any other computer magazines you read regularly:
AMIGA FORMAT ..../10
..../10
..../10
..../10

7. Out of ten, how useful did you find this month's main feature?................................/10

8. What do you like the *most* and then the *least* about this issue?
I *most* like..
....
....
....
And I *least* like..
....
....
....

Your name and address:*
....
....
....
....

* Leave blank if you wish – but we may want to send you details of exclusive special offers

■ No stamp needed if posted in UK. Return to:
AMIGA FORMAT
October Survey, Future Publishing,
Freepost, Bath, Avon BA1 2XF

DATADISK

AMIGA A500 STAND ALONE	£298
AMIGA A500 CARTOON CLASSICS 1MB Lemmings, Captain Planet, Simpsons, Deluxe Paint III.	£358
CLASS OF THE 90's FIRST STEPS 1MB Pro-Write, Deluxe Paint II, Deluxe Print II, Info File, Music Mouse, logo, + Talking Turtle, Lets Spell At Home, BBC Emulator.	£448
AMIGA 1500 1MB Battlechess, Populous, Sim City, The Works, Their Finest Hour, Deluxe Paint III.	£642
COMMODORE COLOUR MONITOR 1084S Stereo sound, leads included.	£245

GAMES PACKS AND STARTER PACKS AVAILABLE ON REQUEST

EXCELLENT VALUE ON BULK DISKS

3.5" DSDD (2 for 1 guarantee)				3.5" Sony DSDD			
10	25	50	100	10	25	50	100
3.70	**9.00**	**17.50**	**34.00**	**4.10**	**10.00**	**19.50**	**38.00**

3.5" DSDD RAINBOW				3.5" DSDD Kao branded			
10	25	50	100	10	25	50	100
5.95	**12.95**	**25.00**	**44.95**	**6.00**	**12.50**	**24.00**	**44.00**

All disks 100% error free and are supplied with labels

Accessories

1/2 Meg expansion without clock	26.95
1/2 Meg expansion with clock	29.95
External disk drive	55.95
External disk drive Cumana	59.95
Mouse Mat	2.45
Mouse Pocket	1.45
Amiga/Atari dust cover	3.95
3.5/5.25 Cleaning Kit	1.95
Naksha Mouse	22.95
Naksha Scanner	149.95

Disk Storage

3.5 50 Capacity	4.95
3.5 100 Capacity	5.95
3.5 Banx Box	8.95

Joysticks

Quickshot Apache	6.95
Comp Pro. 5000	11.95
Quickshot Maverick (Auto)	12.95
Konix Navigator (Auto)	12.95
Logic 3 Manta Ray (Auto)	14.95
Logic 3 Stingray (Auto)	15.95

All prices include VAT. E&OE. P&P £3.50 Next Day £9 UK mainland only

Cheques/PO's etc payable to DataDisk, and send to:-
DataDisk, 15 Wivelsfield Rd, Brighton, BN2 8FP.
Enquiries call **0273 304747**

DATAPLEX COMPUTERS LTD.

dataplex

Access · VISA

129 Bath Road,	**19 High Street,**
Slough,	**Old Town,**
Berkshire,	**Swindon,**
SL1 3UW	**Wilts**
Tel: 0753 535557	**Tel: 0793 488448**

SHOWROOM open: Mon - Fri 9.30 - 5.30, Saturday 9.30 - 4.30
MAILORDER Consumables £1.50, Hardware £8.00
Prices excluding VAT

AMIGA A500 HARDWARE

Amiga A500 Screen Gems + 1 Meg Pack	£309
Amiga A500 Screen Gems Pack + free disks + 10 extra games pack	£345
Amiga A500 1 Meg Class of 90's (First Steps)	£369

CARTOON CLASSIC PACK

Amiga A500 including 1 Meg Ram + FREE 10 blank disks, mouse mat

£309

(Software includes Lemmings, The Simpsons v Space Mutant, Captain Planet, Deluxe Paint 3)

A1500 £549

A1500 Base plus software	**£549.00**
A1500 + Philips CM8833 Mk2 Colour Monitor	**£725.00**
A1500 + Commodore 1084S Colour Monitor	**£735.00**

AMIGA/ATARI DRIVES

1 Meg 3½ External (Dataplex)	£55.00
1 Meg 3.5" internal	£49
1 Meg 3.5" external (Cumana)	£60
1 Meg 5.25" external	£90

ACCESSORIES

512K Ram + clock	£30
Joystick	£10
10 Blank disks in library box	£8
Mouse Mat	£3
Amiga/Atari Mouse	£29
1½ Meg Ram + Clock	£99.00
A500 Power Supply Unit	£34.00
Naksha Mouse plus Operation Stealth	£24.00

INTRODUCTORY OFFER

Screen Filter for your monitors.
Protect those precious eyes **£15**
(Woven nylon fibre, flare reduction 90%, cuts ultra-violet reflection by 85%)

MONITORS

Philips CM8833 MK II Colour Monitor + FREE Lead £189

PRINTERS

Star LC10 Mono	£125
Star LC200 Colour (9 pin)	£169
Star LC24 10	£160
Star LC24 200 (24 pin)	£205
Star LC24 200 Colour	£245
Panasonic KXP1124i	£214
Panasonic KXP 1123	£158
Panasonic KXP1624	£329
Citizen 120D +	£120
Citizen Swift 24 + Colour Upgrade	£239
Citizen Swift 9 + Colour Upgrade	£160
Canon BJ 10E Inkjet	£199
HP Deskjet 500 + Leads	£329

All above come complete with leads

AMIGA HARD DRIVES (PROTAR)

These hard drives come with a 1 year replacement warranty.

20Mb External	£235.00
30Mb External	£295.00
50Mb External	£365.00
60Mb External	£460.00
80Mb External	£499.00
100Mb External	£539.00
160Mb External	£799.00

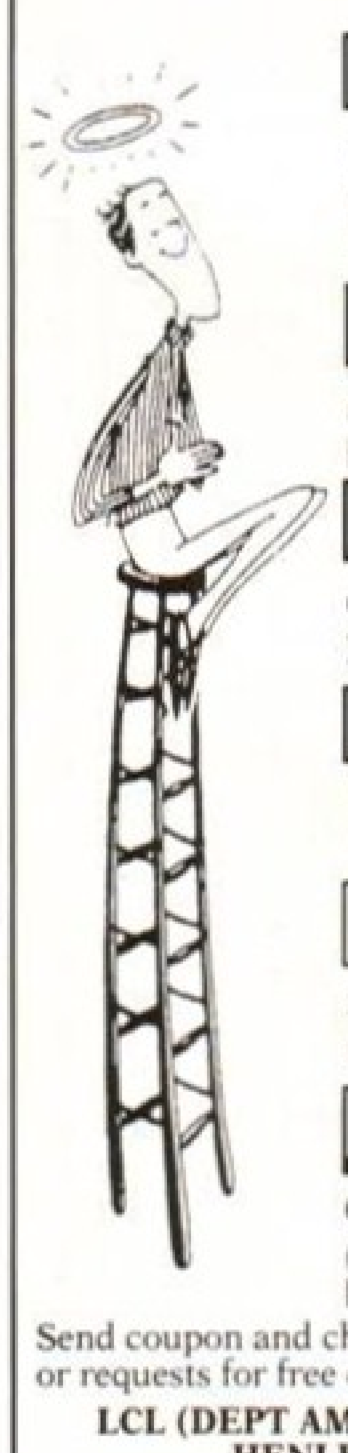
All disks come complete with software

Reach the top with..... LCL Self-Tuition Courses

NATIONAL CURRICULUM*

World leaders - Hons graduate/teacher authors - At all major shows - £5 off total for 2, £10 off for 3

NEW UPDATED VERSION



MICRO MATHS

Complete course taking beginners to GCSE in 24 programs on 59 topics + a book and a manual. £24 (Amiga, ST, PC, PCW, CPC, BBC)

READING WRITING COURSE NATIONAL CURRICULUM

(A.T. 1-5) 24 program course teaching reading & spelling with a book and a manual and voice tape £24.

PRIMARY MATHS COURSE

Complete course for ages 3-12 years with full screen colour graphics. NATIONAL CURRICULUM (Levels 1-4). 24 programs + a book and a manual. £24

MICRO FRENCH

Complete course taking beginners to GCSE, with real speech & graphics adventure game, 24 programs + a book and a manual. £24 (Amiga & ST)

MICRO ENGLISH

Complete course taking age 8 years to GCSE. Also for EFL. Now covers SPELLING, reading and oral. 24 programs and a book and a manual at £24 (Amiga, PCW, CPC, BBC).

MEGA MATHS

A-Level step-by-step course of 24 programs. Full screen graphics for calculus. £24 (Amiga, CPC, BBC).

(* LCL courses are compatible with the N.C. in so far as it has been finalised)

Send coupon and cheques/PO's or phone orders or requests for free colour poster/catalogue to:

LCL (DEPT AMF) THAMES HOUSE, 73 BLANDY ROAD, HENLEY-ON-THAMES, OXON RG9 1QB

Phone now for immediate despatch

or ring 0491 579345 (24 hrs)

Access · VISA

Name ....
Address ....
Title ....
Computer ....

ALL FORMATS COMPUTER FAIR

AMIGA, PC, ST, CONSOLES, 8 BIT. HUGE SAVINGS ON EVERYTHING COMPUTING

MIDLANDS — NATIONAL MOTORCYCLE MUSEUM, SOLIHULL, J6 M42, BIRMINGHAM/INTERNATIONAL STATION ► SATURDAY 14th SEPTEMBER

SCOTLAND — CITY HALL, CANDLERIGGS, GLASGOW ► SUNDAY 22nd SEPTEMBER

WEST — THE BRUNEL CENTRE, BRISTOL OLD STATION, NEXT TO TEMPLE MEADS STATION ► SUNDAY 6th OCTOBER

LONDON — ROYAL HORTICULTURAL HALL, GREYCOAT STREET, WESTMINSTER (VICTORIA TUBE) ► SUNDAY 3rd NOVEMBER

MIDLANDS — NATIONAL MOTORCYCLE MUSEUM, SOLIHULL, J6 M42, BIRMINGHAM INTERNATIONAL STATION ► SUNDAY 10th NOVEMBER

the All Formats COMPUTER FAIR

Admission £4 Stands From Only £60
Book either with John Riding 0225 868100
FAX 0225 868200
ALL FAIRS 10am till 4 pm
AMPLE CAR PARKING AT ALL VENUES
SHOW OWNER: BRUCE EVERISS

ALL FORMATS COMPUTER FAIRS Newsline **0898 299 389**

PROPRIETOR B. EVERISS · PO BOX 71 · BISHOPS ITCHINGTON · CV33 · 0XS
CALLS CHARGED AT 34p PER MIN CHEAP RATE & 45p AT ALL OTHER TIMES

PROTON SOFTWARE

VISA — Access

Tel: 0462 686977 24 Hour. FAX 0462 673227

AMIGA TOP 50

Title	Price	Title	Price
Manchester Utd Europe	£17.99	Metal Mutant	£17.99
Eye of the Beholder	£20.99	Aid Tank Killer	£25.99
Chuck Rock	£13.99	Mig 29	£25.99
Golden Axe	£17.99	Hill Street Blues	£14.99
Lemmings	£17.99	Wonderland	£20.99
3D Construction Kit	£39.00	Final Whistle	£10.99
Gods	£17.99	Cricket (1 Meg)	£17.99
Railroad Tycoon	£25.99	Centurion	£17.99
Speedball II	£20.99	Bards Tale III	£17.99
Kick Off II	£14.99	W Champ Wrestling (1 Meg)	£12.99
F-15 Strike Eagle II	£25.99	Jack Nicklaus Unltd	£20.99
The Last Battle	£17.99	RBI II	£20.99
Toki	£17.99	Switchblade II	£17.99
Megatraveller I	£20.99	Bill + Ted's Adventure	£17.99
F19 Stealth	£20.99	Armour Geddon	£17.99
Prince of Persia	£15.99	Proflight	£29.99
M1 Tank Platoon	£20.99	Fists Of Fury	£17.99
Sim City/Populous	£20.99	Lotus Esprit	£17.99
Pro Tennis Tour II	£17.99	Power Up	£20.99
Secret Monkey Island	£17.99	Power Pack	£14.99
PGA Tour Golf	£17.99	Rainbow Island	£17.99
Chess Champ 2175	£18.99	High Energy	£9.99
Swiv	£17.99	Inter Word	£21.99
War Zone	£14.99	Inter Sound	£21.99
Conflict Middle East	£20.99	Inter Spread	£21.99

SPECIAL OFFER

ANY 3 AMIGA GAMES ONLY £25.00!

INTACT, J. KHAN SQUASH, WAR ZONE, JAMES POND, ESWAT, LINE OF FIRE, U.N. SQUADRON, E-MOTION, STRIDER II, CARRIER COMMAND, LIMES AND NAPOLEON

LIMITED STOCKS

PRODUCT	FORMAT	COST
TOTAL		

Send to: PROTON SOFTWARE
ENTERPRISE HOUSE, BLACKHORSE ROAD, LETCHWORTH, HERTS
SG6 1HL
Tel: (0462) 686977
Fax: (0462) 673227

NAME ....
ADDRESS ....
....
TEL NO ....

PO/Cheques payable to: PROTON SOFTWARE.
New releases sent on day of release.

Studio Software

The BEST choice for all your computer needs.

20 Oldfield Circus, Off Whitton Avenue West, Northolt, Middlesex.

Telephone 081 423 8773

Opening times: Mon-Sat 9.15am - 5.00pm (orders and enquiries)
7.00pm-8.30pm (orders only)

THESE ARE JUST A FEW OF THE MANY GAMES THAT WE HAVE ON OFFER FOR ALL THE CONSOLES AVAILABLE

SUMMER SIZZLERS AUGUST/SEPTEMBER 1991

Item	Price
Sega Megadrive (Pal)	£75.00
(Scart)	£75.00
Japanese adaptor (allows Jap games onto UK machine)	£10.00
Sega Arcade stick	£36.00
Sega Joypad	£14.00

Title	Price	Title	Price
Mickey Mouse	£20.00	Eswat	£25.00
Midnight Resistance	£36.00	Super Monaco GP	£34.00
Bonanzo Bros	£34.00	John Maddens American Football	£36.00
Strider	£20.00	PGA Golf	£37.00
Super Airwolf	£34.00	Sonic The Hedgehog	£35.00
Gynoug	£33.00		

TOP 11 GAMES FOR MEGADRIVE

Item	Price
Sega Game Gear (comes with two free games)	£80.00
All Sega Game Gear Games	£22.00

NINTENDO

Item	Price
Nintendo Gameboy	£45.00
Lightboy (clip-on light)	£19.00
Hard Carrying Case (carries Gameboy & 4 game carts)	£14.00

TOP GAMEBOY GAMES

WWF Wrestling, Mickey Mouse 2, Gremlins 2, Hunt for Red October, Super Mario, Chase HQ

Item	Price
All American Gameboy carts	£24.00
All Japanese Gameboy carts	£22.00

★ EXCLUSIVE ★

We are now taking orders for the SEGA CD-ROM machine at a cool price of £300 (Please note that ordering will take up to 3 weeks) SEND NO MONEY NOW - CALL FOR DETAILS

ALSO

Buy either a Megadrive or Famicom and you will be entered into our mad prize give-away.
Prize money of £500 smackers given away each month.
£1000 every six months (combination of the past 6 months)
AND FINALLY FOR A CHRISTMAS CRACKER PAYOUT.....£5000
If you like being given money then buy one of these MEAN MACHINES.

STOP PRESS....STOP PRESS....STOP PRESS....STOP PRESS....STOP PRESS
Any consoles bought between now and September will be sold at half of the original price.

HOW TO ENTER COMPETITION

All you have to do is buy your machine from Studio Software, your details will be entered automatically.
All winners will be notified after the competiiton.

Remember if you're not in you can't win.

Access and Visa welcome
All cheques made payable to:
STUDIO SOFTWARE COMPUTING
All goods despatched within 3 working days

ADVERTISER'S INDEX

Random Sample

A small snatch of history from August, which was when this mag was created...

THEME

HOLIDAY TIME. All but the pitiful hard-working few have fluttered their wings and flown off to exotic paradises, such as Cyprus and Portugal. Marcus (Fat Bloke) and Damien we love you but we've only got 14 hours to finish the magazine.

BUZZ!

Will the new digital compact cassettes win out, or will the other new less compact cassettes do the job? We really don't care: what *Amiga Format* wants to know is why, when CDs are outselling vinyl, we're still paying more for them. It's a swindle!

MOVIES

Terminator 2: Judgement Day has to be the movie of the year, and if you haven't seen it yet then you must be completely mad. But if you have seen it, have you noticed the apparent hole in the plot that leaves it wide open for *Terminator 3?*

TELEVISION

MTV (Music Television, to those of you who have never come across it!) celebrated its 10th birthday this month. But do you know which major businesses put up the money for this supposedly rebellious and anarchistic youth channel?

SPORT

The football season has just started, but will the Super League change it all next year? By bizarre coincidence, the high court session that paved the way for the big teams' plans lasted exactly 90 minutes... Still, it could yet prove to be a game of two halves.

HISTORY

New evidence suggests that America was not discovered by Chris Columbus sailing the ocean blue in 1492, but by a bloke from Bristol 20 years before. But maybe the Vikings got there first. Did you know that there was a Viking called Thordar Skullsplitter? Honest! And that most of them were Christians?

NEWS

We've just had a coup in Russia and a bit of a revolution too. Funny, though, how nobody ever seems to say "Oh, Nostradamus predicted that" any more. The art of prophecy ain't what it used to be.

SCIENCE

They've just discovered circles in the dust of the Tokyo underground that they believe may be created the same way crop circles are: air vortices and odd electrical disturbances. Anyone remember a *Horizon* programme where a guy created a ball of lightning in a lab by crushing granite blocks? See you at Stonehenge to meet the aliens...

WHO SAID THAT? 5

The quote on the Contents page of Issue 25, "The greater the lie, the greater the chance it will be believed", is a touch of Adolf Hitler from his famous pulp fiction work Mein Kampf. Why on earth was it there? Well, it's a very long story... .

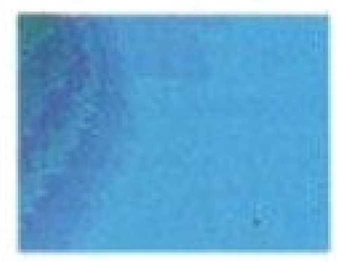
WHO SAID THAT? 7

To get your chance to win a special *Amiga Format* T shirt (as seen on the Mail Order pages: yes, you can buy them now!), simply identify the quotation on the Contents pages and tell us who said it and where. Entries on a postcard, please, to Who Said That? 6, *Amiga Format* at our Bath address before October 10 and the first correct answer out of the metaphorical hat gets the T-shirt.

SPOT THE SHOT 4

The game in question was *Tangram*, correctly identified by Deborah Floyd who wins a special *Amiga Format* T-shirt. Congratulations!

SPOT THE SHOT 6



You could win a special *Amiga Format* T-shirt if you identify the game that this is a small portion of and send the answer on a postcard to Spot the Shot 6, *Amiga Format* at our Bath address before October 10. First correct answer out of the metaphorical hat gets the prize.

NEXT MONTH

The hideously exciting Issue 28 of *Amiga Format* will feature a revealing glimpse into the world of games programming. Expect some extraordinary insights as we uncover the technicalities of how graphics for games are brought to the screen. To accompany this, on the disk will be a playable demo of ImageWorks' *First Samurai*, possibly the most sophisticated example of the game programmer's art ever to appear. There will also be a playable demo of Domark's *MiG-29 Super Fulcrum* for all you flight sim fans, plus the first in a new series of hardware buying guides and a comparison of several alternative input devices.

Soundtracks

THE DOORS
THE SEVERED GARDEN (ADAGIO)
TRIBE CALLED QUEST
PEOPLES' INSTINCTIVE TRAVELS...

'Your guarantee of value'

This magazine comes from Future Publishing, a company founded just six years ago, but which now sells more computer magazines than any other publisher in Britain. We offer:

Better advice. Our titles are packed with tips, suggestions and explanatory features, written by the best in the business.

Stronger reviews. We have a cast-iron policy of editorial independence, and our reviews give clear buying recommendations.

Clearer design. You need solid information fast. So our designers highlight key elements by using charts, diagrams, summary boxes, annotated photographs, etc.

Greater relevance. At Future, editors operate under two golden rules:
- Understand your readers' needs.
- Satisfy them.
- Then go down the pub.

More reader interaction. We draw strongly on readers' contributions, resulting in the liveliest letters pages and the best reader tips. Buying one of our magazines is like joining a nationwide user group.

Better value for money. More pages, better quality: magazines you can trust.

Future Publishing

Home of Britain's finest computer magazines.

Amiga Format • ST Format
Amiga Power • Amiga Shopper
PC Answers • PC Plus • 8000 Plus
Amstrad Action • Your Sinclair • Sega Power
New Computer Express • Commodore Format

Amiga Format by name ...

EDITOR Damien Noonan **ART EDITOR** Marcus 'Dr' Dyson **SCREENPLAY EDITOR** Trenton Webb **TECHNICAL EDITOR** Pat McDonald **PRODUCTION EDITOR** Gary Lord **STAFF WRITER** Maff Evans **DESIGNER** Frank Bartucca **ADDITIONAL DESIGN** Diana Taylor **REVIEWS EDITOR** Paul Lyons **CONSULTANT EDITORS** Jon Bates (Music), Brian Larkman (Graphics) **CONTRIBUTORS** James Leach, Andy Hutchinson, Neil West, Jason Holborn Asam Ahad **ADVERTISING MANAGER** Jennie Evans **SENIOR SALES EXEC** Duncan Ferguson **AD SALES EXEC** Jackie Garford **AD PRODUCTION** Fiona Milne **PUBLISHER** Greg Ingham **PROMOTIONS MANAGER** Michele Harris **AD SERVICES** Tam Ward **ALL HELPED CREATE AMIGA FORMAT**

PHOTOGRAPHY Ashton James, Bradford-upon-Avon COLOUR ORIGINATORS Swift Graphics Ltd, Southampton, PRINTERS Riverside Press Ltd, St Ives PLC, Gillingham NEWS TRADE DISTRIBUTION UK Future Publishing 0225 442244 NEWS TRADE DISTRIBUTION OVERSEAS: MMC Ltd 0483 211222 CIRCULATION DIRECTOR Sue Hartley 0225 442244. ARCADE PHOTOS Robin Collins

Dear Newsagent,

Please reserve ____ copy/copies of *Amiga Format*:

***Amiga Format* Issue 27, October 1991 – on sale September 12**

Name ....

Address ....

....

....

To the Newsagent: *Amiga Format* is published and distributed by Future Publishing and is available from your wholesaler. Send back these coupons for entry in a free prize draw to: Kate Hodges, Future Publishing, 30 Monmouth Street, BATH BA1 2BW. Remember to include your shop, name and address.

BE SAFE: RESERVE YOUR COPY!

Amiga Format always sells out. Wherever you live, you may already have been through the awful experience of trekking round all the newsagents in town without being able to get your hands on a copy. We just can't keep up with demand: we are, after all, far and away Britain's biggest-selling Amiga magazine.

And of course Issue 28 is likely to sell out even more quickly than the magazine normally does. It'll be carrying all the usual news and reviews plus the stunning *First Samurai* demo from Imageworks will be on the Coverdisk..

The best way to make sure you get your sticky mitts on this exciting issue is to cut out or photocopy the coupon on the right, fill it in, take it down to your newsagent and make sure he saves you a copy. Don't forget!

SUBSCRIBE
AND GET A SPECIAL GIFT!

THERE'S ONE way you can be sure to get your copy of the magazine fresh off the presses every month, and that's to get a subscription to *Amiga Format* for the next year.

THINK ABOUT IT: twelve issues of *Amiga Format* delivered straight to your door, a free special extra subscriber's bonus of a game or some serious software, plus the chance to buy special offers that only subscribers can have! You know it makes sense!

Turn to Page 194 NOW!


TERMINATOR 2 ™
JUDGMENT DAY
IT'S NOTHING PERSONAL
YOU ARE T-800
IN THE ACTION PACKED GAME-PLAY OF TERMINATOR 2, THE YEAR'S HIT MOVIE, AS IT EXPLODES ON TO YOUR COMPUTER SCREEN. SPECTACULAR GRAPHICS AND FIERCE ANIMATION THROW YOU HEADLONG INTO THE FURIOUS STORYLINE OF THE BOX OFFICE SMASH....AND A GAME YOU WILL NEVER FORGET.
CBM AMIGA · ATARI ST
COMMODORE 64 · AMSTRAD · SPECTRUM
TERMINATOR 2: JUDGMENT DAY
015881
ocean
© 1991 CAROLCO INTERNATIONAL N.V.
ALL RIGHTS RESERVED
Acclaim
entertainment, inc.
OCEAN SOFTWARE LIMITED
6 CENTRAL STREET · MANCHESTER · M2 5NS
TELEPHONE: 061 832 6633 · FAX: 061 834 0650